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Unique solved — Egor

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

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

Filters: none

Count: 3,076

1.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,479 global accepts · Rating: 800 · first AC: 2026-03-19 · Rust 2024 (first AC) · Tags: implementation

[Egor's solution](#)

2.

977A

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

Quality: 217,461 global accepts · Rating: 800 · first AC: 2026-03-19 · Rust 2024 (first AC) · Tags: implementation

[Egor's solution](#)

3.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,532 global accepts · Rating: 800 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: greedy

[Egor's solution](#)

4.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,729 global accepts · Rating: 800 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

5.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,165 global accepts · Rating: 800 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: implementation, math

[Egor's solution](#)

6.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 800 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms

[Egor's solution](#)

7.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,975 global accepts · Rating: 800 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: math

[Egor's solution](#)

8.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · Rust 2024 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

9.

546A

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

Quality: 235,184 global accepts · Rating: 800 · first AC: 2026-01-23 · Rust 2024 (first AC) · Tags: brute force, implementation, math

[Egor's solution](#)

10.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2026-01-18 · Rust 2024 (first AC) · Tags: greedy

[Egor's solution](#)

11.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,068 global accepts · Rating: 800 · first AC: 2026-01-18 · Rust 2024 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

12.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,076 global accepts · Rating: 800 · first AC: 2026-01-12 · Rust 2024 (first AC) · Tags: math

[Egor's solution](#)

13.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: games

[Egor's solution](#)

14.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 800 · first AC: 2025-12-23 · Rust 2024 (first AC) · Tags: dp, greedy, implementation

[Egor's solution](#)

15.

2179A

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

Quality: 34,419 global accepts · Rating: 800 · first AC: 2025-12-23 · Rust 2024 (first AC) · Tags: math, strings

[Egor's solution](#)

16.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 800 · first AC: 2025-12-23 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

17.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 800 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

18.

2170A

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

Quality: 19,908 global accepts · Rating: 800 · first AC: 2025-11-28 · Rust 2024 (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Egor's solution](#)

19.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: greedy, implementation, sortings

[Egor's solution](#)

20.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,245 global accepts · Rating: 800 · first AC: 2025-11-20 · Rust 2024 (first AC) · Tags: brute force, math

[Egor's solution](#)

21.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,593 global accepts · Rating: 800 · first AC: 2025-11-10 · Rust 2024 (first AC) · Tags: brute force, greedy, math, sortings

[Egor's solution](#)

22.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: brute force, sortings

[Egor's solution](#)

23.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: games, greedy, implementation, math

[Egor's solution](#)

24.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,054 global accepts · Rating: 800 · first AC: 2025-10-28 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Egor's solution](#)

25.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,810 global accepts · Rating: 800 · first AC: 2025-10-28 · Rust 2024 (first AC) · Tags: sortings, strings

[Egor's solution](#)

26.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,449 global accepts · Rating: 800 · first AC: 2025-10-28 · Rust 2024 (first AC) · Tags: math, sortings

[Egor's solution](#)

27.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 800 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, greedy

[Egor's solution](#)

28.

2162A

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

Quality: 41,586 global accepts · Rating: 800 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

29.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 800 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: math

[Egor's solution](#)

30.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,037 global accepts · Rating: 800 · first AC: 2025-09-25 · Rust 2024 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

31.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,901 global accepts · Rating: 800 · first AC: 2025-09-25 · Rust 2024 (first AC) · Tags: math

[Egor's solution](#)

32.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

33.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: brute force, two pointers

[Egor's solution](#)

34.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 800 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Egor's solution](#)

35.

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Egor's solution](#)

36.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,555 global accepts · Rating: 800 · first AC: 2025-08-26 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math

[Egor's solution](#)

37.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 800 · first AC: 2025-08-26 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation, math

[Egor's solution](#)

38.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2025-08-26 · Rust 2021 (first AC) · Tags: math

[Egor's solution](#)

39.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

40.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

41.

791A

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

Quality: 257,190 global accepts · Rating: 800 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

42.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: implementation, math

[Egor's solution](#)

43.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,324 global accepts · Rating: 800 · first AC: 2025-06-21 · Rust 2021 (first AC) · Tags: geometry, math

[Egor's solution](#)

44.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

45.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

46.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: dp, greedy, sortings

[Egor's solution](#)

47.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: greedy, strings

[Egor's solution](#)

48.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,656 global accepts · Rating: 800 · first AC: 2025-03-04 · Rust 2021 (first AC) · Tags: greedy, implementation, math

[Egor's solution](#)

49.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · Rust 2021 (first AC) · Tags: math, number theory

[Egor's solution](#)

50.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Egor's solution](#)

51.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · Rust 2021 (first AC) · Tags: math, number theory

[Egor's solution](#)

52.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · Rust 2021 (first AC) · Tags: math

[Egor's solution](#)

53.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

54.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,985 global accepts · Rating: 800 · first AC: 2025-01-17 · Rust 2021 (first AC) · Tags: brute force, implementation, strings
[Egor's solution](#)

55.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: constructive algorithms, math
[Egor's solution](#)

56.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,954 global accepts · Rating: 800 · first AC: 2025-01-02 · Rust 2021 (first AC) · Tags: implementation, strings
[Egor's solution](#)

57.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: dp, geometry, greedy, math
[Egor's solution](#)

58.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-24 · Rust 2021 (first AC) · Tags: brute force, math
[Egor's solution](#)

59.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · Rust 2021 (first AC) · Tags: greedy, implementation
[Egor's solution](#)

60.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Egor's solution](#)

61.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,310 global accepts · Rating: 800 · first AC: 2024-12-19 · last AC: 2024-12-19 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings, strings
[Egor's solution](#)

62.

112A

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

Quality: 287,214 global accepts · Rating: 800 · first AC: 2024-12-09 · Rust 2021 (first AC) · Tags: implementation, strings
[Egor's solution](#)

63.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · Rust 2021 (first AC) · Tags: implementation
[Egor's solution](#)

64.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: brute force, chinese remainder theorem, math,

number theory

[Egor's solution](#)

65.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,704 global accepts · Rating: 800 · first AC: 2024-11-26 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

66.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,431 global accepts · Rating: 800 · first AC: 2024-11-26 · Rust 2021 (first AC) · Tags: *special, implementation

[Egor's solution](#)

67.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,225 global accepts · Rating: 800 · first AC: 2024-11-26 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

68.

71A

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

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[Egor's solution](#)

69.

2037B

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

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[Egor's solution](#)

70.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · last AC: 2024-11-20 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

71.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

72.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2024-11-18 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

73.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,695 global accepts · Rating: 800 · first AC: 2024-11-18 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

74.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, greedy, math

[Egor's solution](#)

75.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,159 global accepts · Rating: 800 · first AC: 2024-10-24 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math

[Egor's solution](#)

76.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Egor's solution](#)

77.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Egor's solution](#)

78.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-14 · Rust 2021 (first AC) · Tags: binary search, greedy, strings, two pointers

[Egor's solution](#)

79.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: data structures, greedy, math, sortings

[Egor's solution](#)

80.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-10-05 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Egor's solution](#)

81.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · Rust 2021 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

82.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,956 global accepts · Rating: 800 · first AC: 2024-09-03 · Rust 2021 (first AC) · Tags: brute force, math

[Egor's solution](#)

83.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-15 · Rust 2021 (first AC) · Tags: implementation, math

[Egor's solution](#)

84.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · Rust 2021 (first AC) · Tags: two pointers

[Egor's solution](#)

85.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 800 · first AC: 2024-08-13 · Rust 2021 (first AC) · Tags: implementation, math, strings

[Egor's solution](#)

86.

1997A

[Strong Password](#) · [Tutorial](#)

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[Egor's solution](#)

87.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

88.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

89.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: binary search, math, ternary search

[Egor's solution](#)

90.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation

[Egor's solution](#)

91.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[Egor's solution](#)

92.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,231 global accepts · Rating: 800 · first AC: 2024-07-11 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Egor's solution](#)

93.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

94.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: greedy, implementation, math, sortings

[Egor's solution](#)

95.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation

[Egor's solution](#)

96.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: sortings

[Egor's solution](#)

97.

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: math

[Egor's solution](#)

98.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, sortings

[Egor's solution](#)

99.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · Rust 2021 (first AC) · Tags: greedy, two pointers

[Egor's solution](#)

100.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-02 · Rust 2021 (first AC) · Tags: brute force, math, number theory

[Egor's solution](#)

101.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,316 global accepts · Rating: 800 · first AC: 2024-03-19 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

102.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: implementation, math

[Egor's solution](#)

103.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms

[Egor's solution](#)

104.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

105.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

106.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,891 global accepts · Rating: 800 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: dp, greedy, implementation

[Egor's solution](#)

107.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

108.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Egor's solution](#)

109.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

110.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,960 global accepts · Rating: 800 · first AC: 2024-02-13 · Rust 2021 (first AC) · Tags: brute force, strings

[Egor's solution](#)

111.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-06 · Rust 2021 (first AC) · Tags: greedy, strings

[Egor's solution](#)

112.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, strings

[Egor's solution](#)

113.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

114.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · Rust 2021 (first AC) · Tags: games, math

[Egor's solution](#)

115.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Egor's solution](#)

116.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,224 global accepts · Rating: 800 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

117.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: implementation, strings

[Egor's solution](#)

118.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

119.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,297 global accepts · Rating: 800 · first AC: 2023-10-12 · Rust 2021 (first AC) · Tags: brute force, strings

[Egor's solution](#)

120.

104637A

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

Rating: 800 · first AC: 2023-10-02 · last AC: 2023-10-12 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

121.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-11 · last AC: 2023-10-11 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, math

[Egor's solution](#)

122.

104636H

[Hotelier](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

123.

104636G

[Pangram](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

124.

104636E

[YES or YES?](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

125.

104636C

[The Rank](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

126.

104637J

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

Rating: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

127.

104637I

[Definite Game](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

128.

104637H

[Three Pairwise Maximums](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

129.

104637G

[Frog Jumping](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

130.

104637E

[The Doors](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

131.

104637D

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

Quality: 800 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

132.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

133.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

134.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

135.

1867A

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

Quality: 21,142 global accepts · Rating: 800 · first AC: 2023-09-11 · Rust 2021 (first AC) · Tags: constructive algorithms, sortings

[Egor's solution](#)

136.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

137.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

138.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

139.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: dp, greedy, implementation, strings

[Egor's solution](#)

140.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,910 global accepts · Rating: 800 · first AC: 2023-08-07 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

141.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,538 global accepts · Rating: 800 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: implementation, strings

[Egor's solution](#)

142.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,375 global accepts · Rating: 800 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: implementation, sortings

[Egor's solution](#)

143.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,196 global accepts · Rating: 800 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: implementation, sortings

[Egor's solution](#)

144.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · Rust 2021 (first AC) · Tags: strings

[Egor's solution](#)

145.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-04-24 · Rust 2021 (first AC) · Tags: math

[Egor's solution](#)

146.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-04-24 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[Egor's solution](#)

147.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · Rust 2021 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

148.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

149.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-19 · Rust 2021 (first AC) · Tags: greedy, implementation, strings

[Egor's solution](#)

150.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,349 global accepts · Rating: 800 · first AC: 2023-03-19 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

151.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,705 global accepts · Rating: 800 · first AC: 2023-03-19 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

152.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

153.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, math

[Egor's solution](#)

154.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: geometry, math

[Egor's solution](#)

155.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, implementation

[Egor's solution](#)

156.

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · Rust 2021 (first AC) · Tags: greedy, math, number theory

[Egor's solution](#)

157.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · Rust 2021 (first AC) · Tags: *special, math

[Egor's solution](#)

158.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

159.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

160.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: data structures, implementation, sortings

[Egor's solution](#)

161.

1760B

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

Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: greedy, implementation, strings

[Egor's solution](#)

162.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,927 global accepts · Rating: 800 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: implementation, sortings

[Egor's solution](#)

163.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,591 global accepts · Rating: 800 · first AC: 2022-11-20 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms

[Egor's solution](#)

164.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,663 global accepts · Rating: 800 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: implementation, strings

[Egor's solution](#)

165.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: math

[Egor's solution](#)

166.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation

[Egor's solution](#)

167.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math

[Egor's solution](#)

168.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

169.

1736A

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

Quality: 24,152 global accepts · Rating: 800 · first AC: 2022-10-10 · Rust 2021 (first AC) · Tags: brute force, greedy, sortings

[Egor's solution](#)

170.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · Rust 2021 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

171.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · Rust 2021 (first AC) · Tags: brute force, greedy, sortings

[Egor's solution](#)

172.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · Rust 2021 (first AC) · Tags: greedy, strings

[Egor's solution](#)

173.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,897 global accepts · Rating: 800 · first AC: 2022-09-12 · Rust 2021 (first AC) · Tags: math

[Egor's solution](#)

174.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Egor's solution](#)

175.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

176.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-04 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

177.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-21 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math

[Egor's solution](#)

178.

1705A

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

Quality: 26,580 global accepts · Rating: 800 · first AC: 2022-07-15 · Rust 2021 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

179.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · Rust 2021 (first AC) · Tags: brute force, implementation, strings

[Egor's solution](#)

180.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,166 global accepts · Rating: 800 · first AC: 2022-07-12 · Rust 2021 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

181.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2022-07-12 · Rust 2021 (first AC) · Tags: brute force, implementation, strings

[Egor's solution](#)

182.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

183.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: constructive algorithms, games, math, strings

[Egor's solution](#)

184.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

185.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: games, implementation, math

[Egor's solution](#)

186.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

187.

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: greedy, implementation, math

[Egor's solution](#)

188.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,540 global accepts · Rating: 800 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: implementation, sortings

[Egor's solution](#)

189.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,523 global accepts · Rating: 800 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

190.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: math, sortings

[Egor's solution](#)

191.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · Rust 2021 (first AC) · Tags: strings

[Egor's solution](#)

192.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, sortings

[Egor's solution](#)

193.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

194.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: brute force, sortings

[Egor's solution](#)

195.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

196.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · Rust 2021 (first AC) · Tags: brute force

[Egor's solution](#)

197.

1626A

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

Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-01-16 · Rust 2021 (first AC) · Tags: constructive algorithms, sortings

[Egor's solution](#)

198.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-10 · Rust 2021 (first AC) · Tags: math

[Egor's solution](#)

199.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · Rust 2021 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

200.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

201.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · Rust 2021 (first AC) · Tags: brute force, implementation, math

[Egor's solution](#)

202.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,031 global accepts · Rating: 800 · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: geometry, math

[Egor's solution](#)

203.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,816 global accepts · Rating: 800 · first AC: 2021-12-24 · last AC: 2021-12-25 · Rust 2021 (first AC) · Tags: implementation, strings

[Egor's solution](#)

204.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

205.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2021-12-16 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Egor's solution](#)

206.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

207.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: math, sortings

[Egor's solution](#)

208.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

209.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

210.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2021-12-09 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

211.

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special

[Egor's solution](#)

212.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Egor's solution](#)

213.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Egor's solution](#)

214.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Egor's solution](#)

215.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Egor's solution](#)

216.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Egor's solution](#)

217.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Egor's solution](#)

218.

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Egor's solution](#)

219.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Egor's solution](#)

220.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Egor's solution](#)

221.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-17 · Rust (first AC) · Tags: math, number theory

[Egor's solution](#)

222.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Egor's solution](#)

223.

1428A

[Box is Pull](#) · [Tutorial](#)

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

[Egor's solution](#)

224.

1408A

[Circle Coloring](#) · [Tutorial](#)

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

[Egor's solution](#)

225.

1409A

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

Quality: 80,416 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Egor's solution](#)

226.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Egor's solution](#)

227.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Egor's solution](#)

228.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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229.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,872 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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230.

1385B

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Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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231.

1385A

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Quality: 43,336 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math

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232.

1374A

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

Quality: 64,177 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math

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233.

1370A

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Quality: 64,464 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

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234.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Egor's solution](#)

235.

1347A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special

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236.

1358A

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Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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237.

1353A

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Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-05-14 · last AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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238.

1353B

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Quality: 58,120 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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239.

1352A

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Quality: 104,095 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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240.

1348A

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241.

1343B

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Quality: 65,128 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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242.

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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243.

1325A

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244.

1316A

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Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · last AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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245.

1305A

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246.

1301A

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247.

1303A

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248.

1296A

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Quality: 48,340 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

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249.

1284A

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250.

1270A

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251.

1209A

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252.

1178A

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253.

1148A

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254.

1097A

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255.

1054A

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256.

1028A

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257.

755A

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258.

750A

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259.

711A

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260.

630A

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261.

618A

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262.

620A

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263.

513A

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264.

472A

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265.

411A

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266.

291A

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267.

268A

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268.

266B

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Quality: 166,066 global accepts · Rating: 800 · first AC: 2013-01-22 · Java 6 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

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269.

266A

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270.

263A

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271.

245A

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272.

231A

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273.

228A

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274.

200B

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275.

177A2

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276.

177A1

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277.

172A

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278.

148A

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279.

144A

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280.

119A

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281.

78A

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282.

61A

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283.

59A

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284.

50A

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49A

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286.

47A

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287.

41A

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288.

38A

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289.

34A

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290.

32B

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291.

32A

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292.

22A

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293.

9A

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294.

4A

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295.

2185C

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297.

2171B

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298.

2149C

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299.

2072B

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300.

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301.

2048B

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302.

2031B

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303.

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304.

2033B

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305.

1988A

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306.

1988B

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[Egor's solution](#)

307.

1992C

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308.

1951A

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309.

1945B

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310.

1927B

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311.

1881B

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312.

104636F

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[Egor's solution](#)

313.

104636A

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[Egor's solution](#)

314.

104637F

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315.

104637C

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316.

1879B

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317.

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318.

1850D

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320.

1775A2

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321.

1764B

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322.

1747B

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323.

1737A

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324.

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1720A

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1709B

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327.

1705B

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[Egor's solution](#)

328.

1624B

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[Egor's solution](#)

329.

1617B

[GCD Problem](#) · [Tutorial](#)

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[Egor's solution](#)

330.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

331.

1609A

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Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-29 · Rust 2021 (first AC) · Tags: greedy, implementation, math, number theory

[Egor's solution](#)

332.

1488A

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333.

1427A

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334.

1401A

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335.

1374B

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336.

1373B

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Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games

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337.

1343A

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338.

1326B

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[Egor's solution](#)

339.

1324A

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[Egor's solution](#)

340.

1296B

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[Egor's solution](#)

341.

1295A

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

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342.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Egor's solution](#)

343.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Egor's solution](#)

344.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[Egor's solution](#)

345.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

346.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

347.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: graphs

[Egor's solution](#)

348.

1057A

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

Quality: 7,468 global accepts · Rating: 900 · first AC: 2018-10-12 · Java 8 (first AC) · Tags: *special, dfs and similar, trees

[Egor's solution](#)

349.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · Java 8 (first AC) · Tags: implementation, sortings

[Egor's solution](#)

350.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-02 · Java 8 (first AC) · Tags: implementation, strings

[Egor's solution](#)

351.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: implementation, math

[Egor's solution](#)

352.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · Java 8 (first AC) · Tags: brute force, implementation, strings

[Egor's solution](#)

353.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: implementation

[Egor's solution](#)

354.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: implementation, strings

[Egor's solution](#)

355.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,035 global accepts · Rating: 900 · first AC: 2013-05-30 · Java 7 (first AC) · Tags: implementation, number theory

[Egor's solution](#)

356.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2013-01-16 · Java 6 (first AC) · Tags: greedy, implementation, sortings

[Egor's solution](#)

357.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,558 global accepts · Rating: 900 · first AC: 2013-01-12 · Java 6 (first AC) · Tags: math, number theory

[Egor's solution](#)

358.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,053 global accepts · Rating: 900 · first AC: 2012-07-23 · Java 6 (first AC) · Tags: strings

[Egor's solution](#)

359.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,984 global accepts · Rating: 900 · first AC: 2012-02-10 · Java 6 (first AC) · Tags: greedy, implementation, sortings

[Egor's solution](#)

360.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2011-12-16 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

361.

115A

[Party](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 900 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: dfs and similar, graphs, trees

[Egor's solution](#)

362.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 900 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: implementation, sortings, strings

[Egor's solution](#)

363.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,020 global accepts · Rating: 900 · first AC: 2010-10-11 · Java 6 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

364.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,739 global accepts · Rating: 900 · first AC: 2010-08-16 · Java 6 (first AC) · Tags: number theory

[Egor's solution](#)

365.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2010-04-26 · Java 6 (first AC) · Tags: constructive algorithms, implementation, math

[Egor's solution](#)

366.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: math, number theory

[Egor's solution](#)

367.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[Egor's solution](#)

368.

2203B

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

Quality: 14,285 global accepts · Rating: 1000 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Egor's solution](#)

369.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: brute force, math, number theory

[Egor's solution](#)

370.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · Rust 2024 (first AC) · Tags: brute force, implementation, math, number theory

[Egor's solution](#)

371.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: binary search, brute force, greedy,

implementation

[Egor's solution](#)

372.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms

[Egor's solution](#)

373.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

374.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

375.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,911 global accepts · Rating: 1000 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: greedy, sortings, two pointers

[Egor's solution](#)

376.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

377.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

378.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,737 global accepts · Rating: 1000 · first AC: 2025-06-21 · Rust 2021 (first AC) · Tags: geometry

[Egor's solution](#)

379.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,831 global accepts · Rating: 1000 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

380.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,105 global accepts · Rating: 1000 · first AC: 2025-03-06 · Rust 2021 (first AC) · Tags: brute force, math

[Egor's solution](#)

381.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

382.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, two

pointers

[Egor's solution](#)

383.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,529 global accepts · Rating: 1000 · first AC: 2024-11-20 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Egor's solution](#)

384.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · Rust 2021 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

385.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,424 global accepts · Rating: 1000 · first AC: 2024-08-13 · Rust 2021 (first AC) · Tags: data structures, strings

[Egor's solution](#)

386.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: bitmasks, greedy

[Egor's solution](#)

387.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: brute force, greedy, math, sortings

[Egor's solution](#)

388.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · Rust 2021 (first AC) · Tags: constructive algorithms, number theory

[Egor's solution](#)

389.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,882 global accepts · Rating: 1000 · first AC: 2024-02-13 · Rust 2021 (first AC) · Tags: brute force, greedy, math

[Egor's solution](#)

390.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · Rust 2021 (first AC) · Tags: brute force, greedy, math

[Egor's solution](#)

391.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[Egor's solution](#)

392.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · Rust 2021 (first AC) · Tags: data structures, implementation, strings

[Egor's solution](#)

393.

1876A

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

Quality: 34,912 global accepts · Rating: 1000 · first AC: 2023-10-08 · Rust 2021 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

394.

104636D

[Watering System](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

395.

104636B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

396.

104637B

[Buying Torches](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-02 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

397.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, greedy

[Egor's solution](#)

398.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-03-23 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[Egor's solution](#)

399.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

400.

1784A

[Monsters \(easy version\)](#) · [Tutorial](#)

Quality: 17,136 global accepts · Rating: 1000 · first AC: 2023-02-05 · Rust 2021 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

401.

1781B

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

Quality: 14,756 global accepts · Rating: 1000 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: brute force, greedy, sortings

[Egor's solution](#)

402.

1769B1

[A==>C08B>C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · Rust 2021 (first AC) · Tags: *special, brute force, implementation, math

[Egor's solution](#)

403.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: brute force, math

[Egor's solution](#)

404.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: math, number theory

[Egor's solution](#)

405.

1760D

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

Quality: 27,013 global accepts · Rating: 1000 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: implementation, two pointers

[Egor's solution](#)

406.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation

[Egor's solution](#)

407.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · Rust 2021 (first AC) · Tags: brute force, math, sortings

[Egor's solution](#)

408.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: data structures, greedy, math, sortings

[Egor's solution](#)

409.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings

[Egor's solution](#)

410.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · last AC: 2021-11-25 · Java 6 (first AC) · Tags: brute force, implementation, math

[Egor's solution](#)

411.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Egor's solution](#)

412.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Egor's solution](#)

413.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · last AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Egor's solution](#)

414.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[Egor's solution](#)

415.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Egor's solution](#)

416.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Egor's solution](#)

417.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Egor's solution](#)

418.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Egor's solution](#)

419.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Egor's solution](#)

420.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Egor's solution](#)

421.

1266B

[Dice Tower](#) · [Tutorial](#)

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

[Egor's solution](#)

422.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[Egor's solution](#)

423.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Egor's solution](#)

424.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Egor's solution](#)

425.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Egor's solution](#)

426.

1245A

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

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Egor's solution](#)

427.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: implementation, math

[Egor's solution](#)

428.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · Java 8 (first AC) · Tags: implementation

[Egor's solution](#)

429.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

430.

757A

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

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2017-01-12 · Java 8 (first AC) · Tags: implementation

[Egor's solution](#)

431.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · Java 8 (first AC) · Tags: *special, constructive algorithms

[Egor's solution](#)

432.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

433.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · Java 8 (first AC) · Tags: implementation

[Egor's solution](#)

434.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,604 global accepts · Rating: 1000 · first AC: 2015-10-07 · last AC: 2015-10-07 · MS C++ (first AC) · Tags: math

[Egor's solution](#)

435.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · Java 8 (first AC) · Tags: implementation, math

[Egor's solution](#)

436.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · Java 7 (first AC) · Tags: brute force, implementation, strings

[Egor's solution](#)

437.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

438.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2014-03-19 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

439.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

440.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,680 global accepts · Rating: 1000 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: implementation, math

[Egor's solution](#)

441.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2013-01-28 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

442.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2012-11-26 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

443.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2012-04-24 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

444.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: number theory

[Egor's solution](#)

445.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2011-12-16 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

446.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,969 global accepts · Rating: 1000 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: implementation, strings

[Egor's solution](#)

447.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,711 global accepts · Rating: 1000 · first AC: 2011-10-29 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

448.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,580 global accepts · Rating: 1000 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

449.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: implementation, strings

[Egor's solution](#)

450.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-19 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

451.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-19 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

452.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

453.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

454.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,344 global accepts · Rating: 1000 · first AC: 2011-03-22 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

455.

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, dp

[Egor's solution](#)

456.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2011-03-03 · Java 6 (first AC) · Tags: greedy, strings

[Egor's solution](#)

457.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,638 global accepts · Rating: 1000 · first AC: 2011-01-21 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

458.

43A

[Football](#) · [Tutorial](#)

Quality: 69,159 global accepts · Rating: 1000 · first AC: 2010-11-29 · Java 6 (first AC) · Tags: strings

[Egor's solution](#)

459.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2010-10-25 · Java 6 (first AC) · Tags: sortings

[Egor's solution](#)

460.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2010-06-10 · Java 6 (first AC) · Tags: brute force, math, number theory

[Egor's solution](#)

461.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

462.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2010-03-20 · MS C++ (first AC) · Tags: implementation

[Egor's solution](#)

463.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2010-03-03 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

464.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · Rust 2024 (first AC) · Tags: data structures, implementation, math, two pointers

[Egor's solution](#)

465.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-12 · Rust 2024 (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Egor's solution](#)

466.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2026-01-12 · Rust 2024 (first AC) · Tags: math

[Egor's solution](#)

467.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

468.

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-23 · Rust 2024 (first AC) · Tags: implementation, math, number theory, sortings

[Egor's solution](#)

469.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1100 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: dp, greedy, math

[Egor's solution](#)

470.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · Rust 2024 (first AC) · Tags: bitmasks, games, greedy

[Egor's solution](#)

471.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,323 global accepts · Rating: 1100 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Egor's solution](#)

472.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,114 global accepts · Rating: 1100 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

473.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: greedy, math, number theory

[Egor's solution](#)

474.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-02-28 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Egor's solution](#)

475.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Egor's solution](#)

476.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · Rust 2021 (first AC) · Tags: binary search, geometry

[Egor's solution](#)

477.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · Rust 2021 (first AC) · Tags: math, number theory

[Egor's solution](#)

478.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · Rust 2021 (first AC) · Tags: brute force, greedy, math

[Egor's solution](#)

479.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · Rust 2021 (first AC) · Tags: brute force, games, greedy

[Egor's solution](#)

480.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

481.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-03 · Rust 2021 (first AC) · Tags: implementation, math

[Egor's solution](#)

482.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · Rust 2021 (first AC) · Tags: games, greedy, sortings

[Egor's solution](#)

483.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy

[Egor's solution](#)

484.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · Rust 2021 (first AC) · Tags: constructive algorithms, two pointers

[Egor's solution](#)

485.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Egor's solution](#)

486.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Egor's solution](#)

487.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, implementation

[Egor's solution](#)

488.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · Rust 2021 (first AC) · Tags: dp, greedy, implementation

[Egor's solution](#)

489.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: number theory

[Egor's solution](#)

490.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,527 global accepts · Rating: 1100 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

491.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, strings

[Egor's solution](#)

492.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · Rust 2021 (first AC) · Tags: implementation, math

[Egor's solution](#)

493.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[Egor's solution](#)

494.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: binary search, data structures, implementation, sortings

[Egor's solution](#)

495.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · Rust 2021 (first AC) · Tags: greedy, implementation, math

[Egor's solution](#)

496.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,995 global accepts · Rating: 1100 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: binary search, geometry, implementation, math

[Egor's solution](#)

497.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2023-05-12 · Rust 2021 (first AC) · Tags: brute force, sortings, two pointers

[Egor's solution](#)

498.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,842 global accepts · Rating: 1100 · first AC: 2023-03-19 · Rust 2021 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Egor's solution](#)

499.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-19 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Egor's solution](#)

500.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Egor's solution](#)

501.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: data structures, greedy, math
[Egor's solution](#)

502.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: greedy, math, shortest paths
[Egor's solution](#)

503.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · Rust 2021 (first AC) · Tags: constructive algorithms, strings
[Egor's solution](#)

504.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, math
[Egor's solution](#)

505.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · Rust 2021 (first AC) · Tags: brute force, data structures, strings
[Egor's solution](#)

506.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation
[Egor's solution](#)

507.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, two pointers
[Egor's solution](#)

508.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: implementation
[Egor's solution](#)

509.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: data structures, greedy, math, two pointers
[Egor's solution](#)

510.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · Rust 2021 (first AC) · Tags: data structures, math, sortings
[Egor's solution](#)

511.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, math

[Egor's solution](#)

512.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · Rust 2021 (first AC) · Tags: brute force, math

[Egor's solution](#)

513.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · Rust 2021 (first AC) · Tags: greedy, strings

[Egor's solution](#)

514.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-10 · Rust 2021 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Egor's solution](#)

515.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · Rust 2021 (first AC) · Tags: greedy, strings

[Egor's solution](#)

516.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Egor's solution](#)

517.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,397 global accepts · Rating: 1100 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: math

[Egor's solution](#)

518.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · last AC: 2021-11-25 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

519.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · last AC: 2021-11-25 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

520.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · Rust (first AC) · Tags: binary search, math

[Egor's solution](#)

521.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-17 · Rust (first AC) · Tags: constructive algorithms, games, math

[Egor's solution](#)

522.

1428C

[ABBB](#) · [Tutorial](#)

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

[Egor's solution](#)

523.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

524.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Egor's solution](#)

525.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

526.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

527.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Egor's solution](#)

528.

1334B

[Middle Class](#) · [Tutorial](#)

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

[Egor's solution](#)

529.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Egor's solution](#)

530.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Egor's solution](#)

531.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Egor's solution](#)

532.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

533.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Egor's solution](#)

534.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · Java 8 (first AC) · Tags: brute force, math, number theory

[Egor's solution](#)

535.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

536.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: math, number theory

[Egor's solution](#)

537.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

538.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

539.

324C1

[The Great Julya Calendar](#) · [Tutorial](#)

Rating: 1100 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

540.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: greedy

[Egor's solution](#)

541.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2013-05-30 · Java 7 (first AC) · Tags: dp, implementation

[Egor's solution](#)

542.

300A

[Array](#) · [Tutorial](#)

Quality: 27,208 global accepts · Rating: 1100 · first AC: 2013-04-25 · Java 7 (first AC) · Tags: brute force, constructive algorithms, implementation

[Egor's solution](#)

543.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

544.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · Java 6 (first AC) · Tags: greedy, math

[Egor's solution](#)

545.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1100 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: implementation, strings

[Egor's solution](#)

546.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2012-09-19 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

547.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · Java 6 (first AC) · Tags: greedy, strings

[Egor's solution](#)

548.

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Egor's solution](#)

549.

188A

[Hexagonal Numbers](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special

[Egor's solution](#)

550.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2012-03-23 · Java 6 (first AC) · Tags: binary search, implementation, sortings

[Egor's solution](#)

551.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

552.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: greedy, implementation, math

[Egor's solution](#)

553.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

554.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · Java 6 (first AC) · Tags: implementation, number theory

[Egor's solution](#)

555.

66B

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

Quality: 23,108 global accepts · Rating: 1100 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

556.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2010-11-29 · Java 6 (first AC) · Tags: implementation, strings

[Egor's solution](#)

557.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2010-08-02 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

558.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: brute force, constructive algorithms

[Egor's solution](#)

559.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: games, math

[Egor's solution](#)

560.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

561.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · Rust 2024 (first AC) · Tags: greedy, strings, two pointers

[Egor's solution](#)

562.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · Rust 2024 (first AC) · Tags: greedy, math

[Egor's solution](#)

563.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Egor's solution](#)

564.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · Rust 2024 (first AC) · Tags: strings

[Egor's solution](#)

565.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Egor's solution](#)

566.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-26 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation

[Egor's solution](#)

567.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-26 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[Egor's solution](#)

568.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

569.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[Egor's solution](#)

570.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2025-03-06 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

571.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-03-04 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Egor's solution](#)

572.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: brute force, math

[Egor's solution](#)

573.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, math

[Egor's solution](#)

574.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy

[Egor's solution](#)

575.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Egor's solution](#)

576.

2050C

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

Quality: 24,998 global accepts · Rating: 1200 · first AC: 2024-12-05 · Rust 2021 (first AC) · Tags: brute force, dp, math

[Egor's solution](#)

577.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: brute force, greedy, math, number theory

[Egor's solution](#)

578.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-13 · Rust 2021 (first AC) · Tags: greedy, implementation, two pointers

[Egor's solution](#)

579.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: dp, greedy, sortings, strings

[Egor's solution](#)

580.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · Rust 2021 (first AC) · Tags: dp, greedy, implementation

[Egor's solution](#)

581.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · Rust 2021 (first AC) · Tags: brute force, greedy, strings

[Egor's solution](#)

582.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Egor's solution](#)

583.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: brute force, implementation, math, number theory

[Egor's solution](#)

584.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Egor's solution](#)

585.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy

[Egor's solution](#)

586.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy

[Egor's solution](#)

587.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · Rust 2021 (first AC) · Tags: brute force

[Egor's solution](#)

588.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, math

[Egor's solution](#)

589.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Egor's solution](#)

590.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Egor's solution](#)

591.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,081 global accepts · Rating: 1200 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Egor's solution](#)

592.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Egor's solution](#)

593.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-12 · Rust 2021 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

594.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-11 · last AC: 2023-10-11 · Rust 2021 (first AC) · Tags: binary search, geometry, math

[Egor's solution](#)

595.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math

[Egor's solution](#)

596.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, math

[Egor's solution](#)

597.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1200 · first AC: 2023-08-07 · Rust 2021 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

598.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,391 global accepts · Rating: 1200 · first AC: 2023-05-12 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

599.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

600.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Egor's solution](#)

601.

1769C1

[A650d1 CD\\$:C](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · Rust 2021 (first AC) · Tags: *special, brute force, dp, greedy

[Egor's solution](#)

602.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · Rust 2021 (first AC) · Tags: games

[Egor's solution](#)

603.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,254 global accepts · Rating: 1200 · first AC: 2022-10-10 · Rust 2021 (first AC) · Tags: math, number theory

[Egor's solution](#)

604.

1734C

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

Quality: 28,629 global accepts · Rating: 1200 · first AC: 2022-09-23 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

605.

1729D

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

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2022-09-12 · Rust 2021 (first AC) · Tags: greedy, sortings, two pointers

[Egor's solution](#)

606.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

607.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-07-12 · Rust 2021 (first AC) · Tags: implementation

[Egor's solution](#)

608.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, math
[Egor's solution](#)

609.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: dfs and similar, implementation
[Egor's solution](#)

610.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: data structures, math, strings
[Egor's solution](#)

611.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Egor's solution](#)

612.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · Rust 2021 (first AC) · Tags: brute force, greedy, sortings
[Egor's solution](#)

613.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: greedy, implementation
[Egor's solution](#)

614.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[Egor's solution](#)

615.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 1200 · first AC: 2021-12-01 · Rust 2021 (first AC) · Tags: binary search
[Egor's solution](#)

616.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings
[Egor's solution](#)

617.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[Egor's solution](#)

618.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[Egor's solution](#)

619.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-17 · Rust (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

620.

1428B

[Belted Rooms](#) · [Tutorial](#)

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

[Egor's solution](#)

621.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Egor's solution](#)

622.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Egor's solution](#)

623.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Egor's solution](#)

624.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

625.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Egor's solution](#)

626.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Egor's solution](#)

627.

1355A

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

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

[Egor's solution](#)

628.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Egor's solution](#)

629.

1352B

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

Quality: 44,818 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

630.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Egor's solution](#)

631.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Egor's solution](#)

632.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Egor's solution](#)

633.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Egor's solution](#)

634.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

635.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,737 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Egor's solution](#)

636.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Egor's solution](#)

637.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Egor's solution](#)

638.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Egor's solution](#)

639.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[Egor's solution](#)

640.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · Java 8 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

641.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: greedy

[Egor's solution](#)

642.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: brute force, implementation, strings

[Egor's solution](#)

643.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · Java 8 (first AC) · Tags: constructive algorithms, number theory

[Egor's solution](#)

644.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Egor's solution](#)

645.

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, geometry

[Egor's solution](#)

646.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: greedy, math

[Egor's solution](#)

647.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[Egor's solution](#)

648.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: games, math

[Egor's solution](#)

649.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

650.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2015-12-25 · Java 8 (first AC) · Tags: implementation, math

[Egor's solution](#)

651.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · Java 8 (first AC) · Tags: implementation, math

[Egor's solution](#)

652.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · Java 8 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

653.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

654.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-10 · Java 7 (first AC) · Tags: implementation, math

[Egor's solution](#)

655.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-01 · Java 7 (first AC) · Tags: brute force, greedy, implementation

[Egor's solution](#)

656.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation

[Egor's solution](#)

657.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · Java 6 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Egor's solution](#)

658.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2012-12-09 · Java 6 (first AC) · Tags: constructive algorithms, sortings

[Egor's solution](#)

659.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2012-08-18 · Java 6 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Egor's solution](#)

660.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-14 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

661.

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

662.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 1200 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

663.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: number theory

[Egor's solution](#)

664.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · Java 6 (first AC) · Tags: *special, implementation, number theory

[Egor's solution](#)

665.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · Java 6 (first AC) · Tags: *special, constructive algorithms

[Egor's solution](#)

666.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · Java 6 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

667.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2011-12-02 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

668.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

669.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

670.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,347 global accepts · Rating: 1200 · first AC: 2011-04-27 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

671.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-03-22 · Java 6 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

672.

72C

[Extraordinarily Nice Numbers](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 1200 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, math

[Egor's solution](#)

673.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

674.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2011-02-11 · Java 6 (first AC) · Tags: implementation, number theory

[Egor's solution](#)

675.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

676.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2010-12-07 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

677.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2010-10-30 · Java 6 (first AC) · Tags: brute force, implementation, math

[Egor's solution](#)

678.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · Java 6 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

679.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2010-07-09 · Java 6 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

680.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2010-06-16 · Java 6 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

681.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,495 global accepts · Rating: 1200 · first AC: 2010-05-29 · Java 6 (first AC) · Tags: implementation, sortings

[Egor's solution](#)

682.

9C

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

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2010-04-12 · MS C++ (first AC) · Tags: brute force, implementation, math

[Egor's solution](#)

683.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2010-04-12 · MS C++ (first AC) · Tags: brute force, geometry, implementation

[Egor's solution](#)

684.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: strings

[Egor's solution](#)

685.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2010-03-20 · MS C++ (first AC) · Tags: implementation, strings

[Egor's solution](#)

686.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2010-03-12 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

687.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · Rust 2024 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

688.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-23 · Rust 2024 (first AC) · Tags: bitmasks, constructive algorithms, math

[Egor's solution](#)

689.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,511 global accepts · Rating: 1300 · first AC: 2025-12-23 · Rust 2024 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Egor's solution](#)

690.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · Rust 2024 (first AC) · Tags: binary search, greedy, two pointers

[Egor's solution](#)

691.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: binary search, greedy, strings

[Egor's solution](#)

692.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · Rust 2024 (first AC) · Tags: data structures, hashing, implementation

[Egor's solution](#)

693.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Egor's solution](#)

694.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

695.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: games, greedy

[Egor's solution](#)

696.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Egor's solution](#)

697.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Egor's solution](#)

698.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1300 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, two pointers

[Egor's solution](#)

699.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

700.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: brute force, math, number theory, two pointers

[Egor's solution](#)

701.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-03-04 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation

[Egor's solution](#)

702.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Egor's solution](#)

703.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Egor's solution](#)

704.

2050D

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

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · Rust 2021 (first AC) · Tags: brute force, greedy, math, strings

[Egor's solution](#)

705.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[Egor's solution](#)

706.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Egor's solution](#)

707.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · Rust 2021 (first AC) · Tags: data structures, dp, dsu, greedy, math

[Egor's solution](#)

708.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Egor's solution](#)

709.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

710.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

711.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Egor's solution](#)

712.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

713.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Egor's solution](#)

714.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-19 · Rust 2021 (first AC) · Tags: dp, greedy

[Egor's solution](#)

715.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: games, greedy

[Egor's solution](#)

716.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Egor's solution](#)

717.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1300 · first AC: 2024-02-13 · Rust 2021 (first AC) · Tags: combinatorics, math, number theory

[Egor's solution](#)

718.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,171 global accepts · Rating: 1300 · first AC: 2024-02-06 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Egor's solution](#)

719.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · Rust 2021 (first AC) · Tags: greedy, implementation, math

[Egor's solution](#)

720.

1881D

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

Quality: 28,428 global accepts · Rating: 1300 · first AC: 2023-10-12 · Rust 2021 (first AC) · Tags: math, number theory

[Egor's solution](#)

721.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Egor's solution](#)

722.

1879C

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

Quality: 27,107 global accepts · Rating: 1300 · first AC: 2023-09-24 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy

[Egor's solution](#)

723.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Egor's solution](#)

724.

1867C

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

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Egor's solution](#)

725.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Egor's solution](#)

726.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-07 · Rust 2021 (first AC) · Tags: math, sortings, trees

[Egor's solution](#)

727.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,584 global accepts · Rating: 1300 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: brute force, implementation, math, number theory

[Egor's solution](#)

728.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · Rust 2021 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

729.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,773 global accepts · Rating: 1300 · first AC: 2023-03-19 · Rust 2021 (first AC) · Tags: binary search, implementation, interactive

[Egor's solution](#)

730.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms

[Egor's solution](#)

731.

1769C2

[A070010 CD\\$:C "•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · Rust 2021 (first AC) · Tags: *special, dp

[Egor's solution](#)

732.

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-10 · Rust 2021 (first AC) · Tags: binary search, data structures, schedules, two pointers

[Egor's solution](#)

733.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · Rust 2021 (first AC) · Tags: binary search, implementation, math

[Egor's solution](#)

734.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: data structures, dsu, graphs, greedy

[Egor's solution](#)

735.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2022-07-12 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Egor's solution](#)

736.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

737.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-21 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math

[Egor's solution](#)

738.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · Rust 2021 (first AC) · Tags: brute force, greedy, math

[Egor's solution](#)

739.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · Rust 2021 (first AC) · Tags: data structures, dsu, graphs, math

[Egor's solution](#)

740.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math

[Egor's solution](#)

741.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · Rust 2021 (first AC) · Tags: binary search, greedy, math, sortings

[Egor's solution](#)

742.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: dp, greedy, math

[Egor's solution](#)

743.

1591C

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

Rating: 1300 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

744.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, math

[Egor's solution](#)

745.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Egor's solution](#)

746.

1563A

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

Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[Egor's solution](#)

747.

1466C

[Canine poetry](#) · [Tutorial](#)

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

[Egor's solution](#)

748.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Egor's solution](#)

749.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Egor's solution](#)

750.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[Egor's solution](#)

751.

1364B

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

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Egor's solution](#)

752.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Egor's solution](#)

753.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Egor's solution](#)

754.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Egor's solution](#)

755.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Egor's solution](#)

756.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Egor's solution](#)

757.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: data structures, sortings, two pointers

[Egor's solution](#)

758.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: implementation, math, number theory

[Egor's solution](#)

759.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: combinatorics, greedy, math

[Egor's solution](#)

760.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: dp, strings

[Egor's solution](#)

761.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, flows, greedy, sortings

[Egor's solution](#)

762.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: dsu, implementation

[Egor's solution](#)

763.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: dp, greedy, strings

[Egor's solution](#)

764.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

765.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: greedy

[Egor's solution](#)

766.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · Java 8 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Egor's solution](#)

767.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · Java 8 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Egor's solution](#)

768.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Egor's solution](#)

769.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: geometry, implementation

[Egor's solution](#)

770.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Egor's solution](#)

771.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

772.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

773.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: constructive algorithms, dp, math

[Egor's solution](#)

774.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: bitmasks, brute force, implementation

[Egor's solution](#)

775.

612A

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

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2015-12-25 · Java 8 (first AC) · Tags: brute force, implementation, strings

[Egor's solution](#)

776.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

777.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: —

[Egor's solution](#)

778.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · Java 7 (first AC) · Tags: dfs and similar, trees

[Egor's solution](#)

779.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

780.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · Java 7 (first AC) · Tags: *special, implementation, strings

[Egor's solution](#)

781.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · Java 7 (first AC) · Tags: greedy

[Egor's solution](#)

782.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2012-12-06 · Java 6 (first AC) · Tags: binary search, combinatorics, two pointers

[Egor's solution](#)

783.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

784.

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2012-08-31 · Java 6 (first AC) · Tags: implementation, sortings

[Egor's solution](#)

785.

188B

[A + Reverse B](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 1300 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Egor's solution](#)

786.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

787.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · Java 6 (first AC) · Tags: *special, brute force

[Egor's solution](#)

788.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · Java 6 (first AC) · Tags: *special, combinatorics

[Egor's solution](#)

789.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: binary search, brute force, greedy, two pointers

[Egor's solution](#)

790.

144B

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Quality: 5,684 global accepts · Rating: 1300 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: implementation

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791.

135A

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792.

132A

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793.

117A

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794.

85A

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795.

83A

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796.

70A

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797.

66A

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798.

64A

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799.

58B

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800.

62A

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801.

61B

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[Egor's solution](#)

802.

60A

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803.

57A

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804.

56B

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805.

51A

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806.

43C

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807.

41C

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Quality: 4,195 global accepts · Rating: 1300 · first AC: 2010-11-08 · Java 6 (first AC) · Tags: expression parsing, implementation

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808.

34C

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809.

25A

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810.

4C

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811.

2204D

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Quality: 8,910 global accepts · Rating: 1400 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Egor's solution](#)

812.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

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813.

2173C

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814.

2157C

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Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Egor's solution](#)

815.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,576 global accepts · Rating: 1400 · first AC: 2025-11-20 · Rust 2024 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Egor's solution](#)

816.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,841 global accepts · Rating: 1400 · first AC: 2025-11-20 · Rust 2024 (first AC) · Tags: bitmasks, games, greedy

[Egor's solution](#)

817.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Egor's solution](#)

818.

2156C

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Quality: 12,283 global accepts · Rating: 1400 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: greedy, math, number theory

[Egor's solution](#)

819.

2162D

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Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: binary search, interactive

[Egor's solution](#)

820.

2127C

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Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: games, greedy, sortings

[Egor's solution](#)

821.

2120C

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Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Egor's solution](#)

822.

2084C

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Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Egor's solution](#)

823.

2066A

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[Egor's solution](#)

824.

2034C

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825.

2038L

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826.

2038C

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Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · Rust 2021 (first AC) · Tags: data structures, geometry, greedy, sortings

[Egor's solution](#)

827.

2038A

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Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · Rust 2021 (first AC) · Tags: games, greedy

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828.

2033E

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Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

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829.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · Rust 2021 (first AC) · Tags: dp, greedy, two pointers

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830.

2009E

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Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · Rust 2021 (first AC) · Tags: binary search, math, ternary search

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831.

2009D

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Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · Rust 2021 (first AC) · Tags: geometry, math

[Egor's solution](#)

832.

2000E

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Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · Rust 2021 (first AC) · Tags: combinatorics, data structures, greedy, math

[Egor's solution](#)

833.

1989C

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Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

834.

1980D

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Quality: 17,376 global accepts · Rating: 1400 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: greedy, implementation, math, number theory

[Egor's solution](#)

835.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: greedy, math, sortings

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836.

1923C

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Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

837.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

838.

1932C

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Quality: 18,928 global accepts · Rating: 1400 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Egor's solution](#)

839.

1929C

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Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Egor's solution](#)

840.

1931E

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Quality: 25,725 global accepts · Rating: 1400 · first AC: 2024-02-13 · Rust 2021 (first AC) · Tags: games, greedy, math, sortings

[Egor's solution](#)

841.

1927E

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Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · Rust 2021 (first AC) · Tags: constructive algorithms, math, two pointers

[Egor's solution](#)

842.

1919C

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Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · Rust 2021 (first AC) · Tags: data structures, dp, greedy

[Egor's solution](#)

843.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: games, greedy, sortings

[Egor's solution](#)

844.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,242 global accepts · Rating: 1400 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: brute force, games, greedy, sortings
[Egor's solution](#)

845.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2023-12-05 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms
[Egor's solution](#)

846.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Egor's solution](#)

847.

1863D

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Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[Egor's solution](#)

848.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · Rust 2021 (first AC) · Tags: data structures, dp, games, greedy
[Egor's solution](#)

849.

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, trees
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850.

1762C

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Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · Rust 2021 (first AC) · Tags: combinatorics, math
[Egor's solution](#)

851.

1769B2

[Ar>C08D>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · Rust 2021 (first AC) · Tags: *special, binary search, brute force, math
[Egor's solution](#)

852.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · Rust 2021 (first AC) · Tags: graphs, greedy
[Egor's solution](#)

853.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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854.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 1400 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: brute force, number theory

[Egor's solution](#)

855.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

856.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

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[Egor's solution](#)

857.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Egor's solution](#)

858.

1654C

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Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, sortings

[Egor's solution](#)

859.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · Rust 2021 (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Egor's solution](#)

860.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Egor's solution](#)

861.

1624D

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Quality: 19,079 global accepts · Rating: 1400 · first AC: 2022-01-10 · Rust 2021 (first AC) · Tags: binary search, greedy, sortings, strings

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862.

1526B

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Quality: 36,731 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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863.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · Rust (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Egor's solution](#)

864.

1427B

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

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865.

1408B

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Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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866.

1375C

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Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
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867.

1374D

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Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers
[Egor's solution](#)

868.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,139 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[Egor's solution](#)

869.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy
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870.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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871.

1348B

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Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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872.

1324D

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Quality: 34,089 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[Egor's solution](#)

873.

1316B

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Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
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874.

1303B

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Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[Egor's solution](#)

875.

1292A

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Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation
[Egor's solution](#)

876.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[Egor's solution](#)

877.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Egor's solution](#)

878.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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879.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[Egor's solution](#)

880.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Egor's solution](#)

881.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[Egor's solution](#)

882.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Egor's solution](#)

883.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Egor's solution](#)

884.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Egor's solution](#)

885.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · Java 8 (first AC) · Tags: implementation, two pointers

[Egor's solution](#)

886.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,584 global accepts · Rating: 1400 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

887.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

888.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

889.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-12 · Java 8 (first AC) · Tags: *special, brute force

[Egor's solution](#)

890.

757B

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Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · Java 8 (first AC) · Tags: greedy, math, number theory

[Egor's solution](#)

891.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · Java 8 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

892.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

893.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

894.

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

[Egor's solution](#)

895.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: implementation, math

[Egor's solution](#)

896.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

897.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2015-12-25 · Java 8 (first AC) · Tags: data structures, expression parsing, math

[Egor's solution](#)

898.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Egor's solution](#)

899.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

900.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dfs and similar, greedy, implementation

[Egor's solution](#)

901.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force

[Egor's solution](#)

902.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · Java 8 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

903.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: greedy

[Egor's solution](#)

904.

470A

[Crystal Ball Sequence](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 1400 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special, implementation

[Egor's solution](#)

905.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · Java 8 (first AC) · Tags: implementation, math

[Egor's solution](#)

906.

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-06-01 · Java 8 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

907.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · Java 7 (first AC) · Tags: constructive algorithms, graphs, implementation

[Egor's solution](#)

908.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: combinatorics, dp, number theory

[Egor's solution](#)

909.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

910.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

911.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: binary search, constructive algorithms, greedy

[Egor's solution](#)

912.

324A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Rating: 1400 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

913.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: math

[Egor's solution](#)

914.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2013-05-30 · Java 7 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Egor's solution](#)

915.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

916.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, implementation

[Egor's solution](#)

917.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, implementation

[Egor's solution](#)

918.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

919.

279B

[Books](#) · [Tutorial](#)

Quality: 72,412 global accepts · Rating: 1400 · first AC: 2013-03-04 · Java 6 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Egor's solution](#)

920.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2013-03-04 · Java 6 (first AC) · Tags: brute force, geometry, implementation

[Egor's solution](#)

921.

277A

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

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2013-02-28 · Java 6 (first AC) · Tags: dfs and similar, dsu

[Egor's solution](#)

922.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · Java 6 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

923.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1400 · first AC: 2012-12-27 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

924.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

925.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2012-09-27 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

926.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

927.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2012-06-22 · Java 6 (first AC) · Tags: shortest paths

[Egor's solution](#)

928.

188F

[Binary Notation](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Egor's solution](#)

929.

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Egor's solution](#)

930.

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation, math

[Egor's solution](#)

931.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2012-04-24 · Java 6 (first AC) · Tags: brute force, hashing, implementation, math, strings

[Egor's solution](#)

932.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

933.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

934.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1400 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: games, math, number theory

[Egor's solution](#)

935.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1400 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

936.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-10-29 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

937.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: dp, greedy, trees

[Egor's solution](#)

938.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: games, math

[Egor's solution](#)

939.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

940.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

941.

107A

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

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2011-08-23 · Java 6 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

942.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1400 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

943.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: implementation, sortings

[Egor's solution](#)

944.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

945.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 1400 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: dfs and similar, dsu

[Egor's solution](#)

946.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2010-11-18 · Java 6 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

947.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2010-11-08 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

948.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2010-10-30 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

949.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2010-09-24 · Java 6 (first AC) · Tags: brute force, math

[Egor's solution](#)

950.

26B

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

Quality: 25,850 global accepts · Rating: 1400 · first AC: 2010-08-16 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

951.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,859 global accepts · Rating: 1400 · first AC: 2010-07-26 · Java 6 (first AC) · Tags: graphs

[Egor's solution](#)

952.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2010-06-24 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

953.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: constructive algorithms, graphs, implementation

[Egor's solution](#)

954.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,727 global accepts · Rating: 1500 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

955.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,023 global accepts · Rating: 1500 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: binary search, bitmasks, greedy, math

[Egor's solution](#)

956.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,220 global accepts · Rating: 1500 · first AC: 2026-01-18 · Rust 2024 (first AC) · Tags: binary search, greedy, implementation, two pointers

[Egor's solution](#)

957.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Egor's solution](#)

958.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: binary search, greedy, math, two pointers

[Egor's solution](#)

959.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,023 global accepts · Rating: 1500 · first AC: 2025-11-10 · Rust 2024 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Egor's solution](#)

960.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-09-25 · Rust 2024 (first AC) · Tags: data structures, two pointers

[Egor's solution](#)

961.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Egor's solution](#)

962.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Egor's solution](#)

963.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-03-04 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[Egor's solution](#)

964.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Egor's solution](#)

965.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: bitmasks, divide and conquer, dp, math
[Egor's solution](#)

966.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-20 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Egor's solution](#)

967.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2024-12-05 · Rust 2021 (first AC) · Tags: dp, implementation, strings
[Egor's solution](#)

968.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2024-10-28 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[Egor's solution](#)

969.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[Egor's solution](#)

970.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[Egor's solution](#)

971.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[Egor's solution](#)

972.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 1500 · first AC: 2023-10-12 · Rust 2021 (first AC) · Tags: dp

[Egor's solution](#)

973.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · Rust 2021 (first AC) · Tags: combinatorics, number theory, sortings

[Egor's solution](#)

974.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · Rust 2021 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

975.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · Rust 2021 (first AC) · Tags: math, sortings

[Egor's solution](#)

976.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Egor's solution](#)

977.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

978.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · Rust 2021 (first AC) · Tags: brute force, greedy, math, number theory

[Egor's solution](#)

979.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

980.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: greedy

[Egor's solution](#)

981.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,785 global accepts · Rating: 1500 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: binary search, greedy, sortings

[Egor's solution](#)

982.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: brute force, dp, sortings

[Egor's solution](#)

983.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · Rust 2021 (first AC) · Tags: constructive algorithms, games, implementation, math

[Egor's solution](#)

984.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms

[Egor's solution](#)

985.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation

[Egor's solution](#)

986.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · Rust 2021 (first AC) · Tags: brute force, geometry, implementation, math

[Egor's solution](#)

987.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Egor's solution](#)

988.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Egor's solution](#)

989.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Egor's solution](#)

990.

1408C

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

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

[Egor's solution](#)

991.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Egor's solution](#)

992.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Egor's solution](#)

993.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Egor's solution](#)

994.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Egor's solution](#)

995.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Egor's solution](#)

996.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Egor's solution](#)

997.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Egor's solution](#)

998.

1352F

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

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

[Egor's solution](#)

999.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[Egor's solution](#)

1000.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Egor's solution](#)

1001.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Egor's solution](#)

1002.

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Egor's solution](#)

1003.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Egor's solution](#)

1004.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Egor's solution](#)

1005.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Egor's solution](#)

1006.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Egor's solution](#)

1007.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Egor's solution](#)

1008.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Egor's solution](#)

1009.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Egor's solution](#)

1010.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,303 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Egor's solution](#)

1011.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Egor's solution](#)

1012.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Egor's solution](#)

1013.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[Egor's solution](#)

1014.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Egor's solution](#)

1015.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Egor's solution](#)

1016.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

1017.

1158A

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

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

[Egor's solution](#)

1018.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Egor's solution](#)

1019.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

[Egor's solution](#)

1020.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

1021.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · Java 8 (first AC) · Tags: binary search, math

[Egor's solution](#)

1022.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · Java 8 (first AC) · Tags: greedy

[Egor's solution](#)

1023.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · Java 8 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

1024.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: math, number theory

[Egor's solution](#)

1025.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · Java 8 (first AC) · Tags: greedy

[Egor's solution](#)

1026.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: dp, implementation

[Egor's solution](#)

1027.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · Java 8 (first AC) · Tags: dp, math, number theory

[Egor's solution](#)

1028.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · Java 7 (first AC) · Tags: greedy, math

[Egor's solution](#)

1029.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Egor's solution](#)

1030.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: greedy

[Egor's solution](#)

1031.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · Java 8 (first AC) · Tags: greedy

[Egor's solution](#)

1032.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · Java 8 (first AC) · Tags: greedy

[Egor's solution](#)

1033.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: brute force, sortings

[Egor's solution](#)

1034.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: constructive algorithms, number theory

[Egor's solution](#)

1035.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · Java 7 (first AC) · Tags: implementation, math

[Egor's solution](#)

1036.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: constructive algorithms, graphs

[Egor's solution](#)

1037.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

1038.

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2013-10-15 · Java 7 (first AC) · Tags: data structures, dsu

[Egor's solution](#)

1039.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2013-10-01 · Java 7 (first AC) · Tags: graphs

[Egor's solution](#)

1040.

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, probabilities

[Egor's solution](#)

1041.

332B

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

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: data structures, dp, implementation

[Egor's solution](#)

1042.

324A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

1043.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

1044.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, data structures

[Egor's solution](#)

1045.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, dfs and similar

[Egor's solution](#)

1046.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-04-25 · Java 7 (first AC) · Tags: brute force, dfs and similar, graphs

[Egor's solution](#)

1047.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: games, greedy

[Egor's solution](#)

1048.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · Java 7 (first AC) · Tags: combinatorics

[Egor's solution](#)

1049.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, implementation

[Egor's solution](#)

1050.

268C

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

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

1051.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,021 global accepts · Rating: 1500 · first AC: 2013-01-20 · Java 6 (first AC) · Tags: dp, number theory

[Egor's solution](#)

1052.

256A

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

Rating: 1500 · first AC: 2012-12-16 · Java 6 (first AC) · Tags: binary search, dp, two pointers

[Egor's solution](#)

1053.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2012-12-09 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

1054.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2012-11-26 · Java 6 (first AC) · Tags: implementation, strings

[Egor's solution](#)

1055.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1056.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1057.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · Java 6 (first AC) · Tags: brute force, two pointers

[Egor's solution](#)

1058.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2012-07-16 · Java 6 (first AC) · Tags: dfs and similar, dp, trees

[Egor's solution](#)

1059.

204B

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

Quality: 5,908 global accepts · Rating: 1500 · first AC: 2012-07-11 · last AC: 2012-07-14 · Java 6 (first AC) · Tags: binary search, data structures

[Egor's solution](#)

1060.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · Java 6 (first AC) · Tags: binary search, combinatorics, dp

[Egor's solution](#)

1061.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1062.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1500 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: data structures

[Egor's solution](#)

1063.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,011 global accepts · Rating: 1500 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Egor's solution](#)

1064.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs

[Egor's solution](#)

1065.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · Java 6 (first AC) · Tags: *special, number theory

[Egor's solution](#)

1066.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · Java 6 (first AC) · Tags: *special, implementation, sortings

[Egor's solution](#)

1067.

166C

[Median](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1500 · first AC: 2012-03-23 · Java 6 (first AC) · Tags: greedy, math, sortings

[Egor's solution](#)

1068.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,622 global accepts · Rating: 1500 · first AC: 2012-03-23 · Java 6 (first AC) · Tags: dp, math, matrices

[Egor's solution](#)

1069.

149C

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

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-10 · Java 6 (first AC) · Tags: greedy, math, sortings

[Egor's solution](#)

1070.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-02-02 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

1071.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: implementation, strings

[Egor's solution](#)

1072.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-16 · Java 6 (first AC) · Tags: sortings

[Egor's solution](#)

1073.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · Java 6 (first AC) · Tags: dfs and similar

[Egor's solution](#)

1074.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: strings

[Egor's solution](#)

1075.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

1076.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs

[Egor's solution](#)

1077.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: binary search, data structures

[Egor's solution](#)

1078.

91A

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

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: greedy, strings

[Egor's solution](#)

1079.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

1080.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: dp, games, greedy

[Egor's solution](#)

1081.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: expression parsing, implementation, strings

[Egor's solution](#)

1082.

72I

[Goofy Numbers](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 1500 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, implementation

[Egor's solution](#)

1083.

64B

[Expression](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 1500 · first AC: 2011-03-03 · Tcl (first AC) · Tags: *special, expression parsing

[Egor's solution](#)

1084.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2011-03-03 · Java 6 (first AC) · Tags: hashing, implementation

[Egor's solution](#)

1085.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,450 global accepts · Rating: 1500 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: strings

[Egor's solution](#)

1086.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2010-12-17 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

1087.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1500 · first AC: 2010-07-26 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1088.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2010-06-29 · Java 6 (first AC) · Tags: brute force, dp

[Egor's solution](#)

1089.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1500 · first AC: 2010-06-16 · Java 6 (first AC) · Tags: brute force, geometry

[Egor's solution](#)

1090.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1500 · first AC: 2010-06-10 · Java 6 (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
[Egor's solution](#)

1091.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy
[Egor's solution](#)

1092.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: brute force, math, two pointers
[Egor's solution](#)

1093.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1600 · first AC: 2026-01-12 · Rust 2024 (first AC) · Tags: combinatorics, dp, math
[Egor's solution](#)

1094.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[Egor's solution](#)

1095.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,126 global accepts · Rating: 1600 · first AC: 2025-11-20 · Rust 2024 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[Egor's solution](#)

1096.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-28 · Rust 2024 (first AC) · Tags: data structures, dp
[Egor's solution](#)

1097.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-10-28 · Rust 2024 (first AC) · Tags: dfs and similar, dp, math, trees
[Egor's solution](#)

1098.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-10-28 · Rust 2024 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[Egor's solution](#)

1099.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, schedules
[Egor's solution](#)

1100.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Egor's solution](#)

1101.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Egor's solution](#)

1102.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2025-03-06 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

1103.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · last AC: 2025-03-06 · Java 6 (first AC) · Tags: brute force, math

[Egor's solution](#)

1104.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2025-03-04 · Rust 2021 (first AC) · Tags: implementation, math

[Egor's solution](#)

1105.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Egor's solution](#)

1106.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · Rust 2021 (first AC) · Tags: bitmasks, data structures

[Egor's solution](#)

1107.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · Rust 2021 (first AC) · Tags: 2-sat, combinatorics, dp

[Egor's solution](#)

1108.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,197 global accepts · Rating: 1600 · first AC: 2024-12-24 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Egor's solution](#)

1109.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Egor's solution](#)

1110.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy,

implementation, sortings

[Egor's solution](#)

1111.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Egor's solution](#)

1112.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Egor's solution](#)

1113.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: combinatorics, data structures, implementation, math

[Egor's solution](#)

1114.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: binary search, dp, two pointers

[Egor's solution](#)

1115.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Egor's solution](#)

1116.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · Rust 2021 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1117.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,199 global accepts · Rating: 1600 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: implementation, math, number theory

[Egor's solution](#)

1118.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · Rust 2021 (first AC) · Tags: brute force, combinatorics, number theory

[Egor's solution](#)

1119.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Egor's solution](#)

1120.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures,

greedy

[Egor's solution](#)

1121.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · Rust 2021 (first AC) · Tags: binary search, data structures, math

[Egor's solution](#)

1122.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-04-24 · Rust 2021 (first AC) · Tags: greedy, math, strings

[Egor's solution](#)

1123.

1781C

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

Quality: 10,459 global accepts · Rating: 1600 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Egor's solution](#)

1124.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: bitmasks, math

[Egor's solution](#)

1125.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-12 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

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1126.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · Rust 2021 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

1127.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy

[Egor's solution](#)

1128.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,692 global accepts · Rating: 1600 · first AC: 2022-01-31 · Rust 2021 (first AC) · Tags: dp, greedy

[Egor's solution](#)

1129.

1623C

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Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · Rust 2021 (first AC) · Tags: binary search, greedy

[Egor's solution](#)

1130.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, sortings

[Egor's solution](#)

1131.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · Rust 2021 (first AC) · Tags: brute force, graphs, greedy, math

[Egor's solution](#)

1132.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-12-01 · last AC: 2021-12-01 · Rust 2021 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Egor's solution](#)

1133.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math

[Egor's solution](#)

1134.

1526C2

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

Quality: 29,727 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Egor's solution](#)

1135.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Egor's solution](#)

1136.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Egor's solution](#)

1137.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Egor's solution](#)

1138.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Egor's solution](#)

1139.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Egor's solution](#)

1140.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Egor's solution](#)

1141.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Egor's solution](#)

1142.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Egor's solution](#)

1143.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Egor's solution](#)

1144.

1346D

[Constructing the Dungeon](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[Egor's solution](#)

1145.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[Egor's solution](#)

1146.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[Egor's solution](#)

1147.

1353D

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

Quality: 20,279 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Egor's solution](#)

1148.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Egor's solution](#)

1149.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1150.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Egor's solution](#)

1151.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Egor's solution](#)

1152.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Egor's solution](#)

1153.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

1154.

1305C

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

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Egor's solution](#)

1155.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Egor's solution](#)

1156.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Egor's solution](#)

1157.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Egor's solution](#)

1158.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Egor's solution](#)

1159.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: binary search, brute force, data structures, sortings

[Egor's solution](#)

1160.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: sortings, two pointers

[Egor's solution](#)

1161.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: binary search, brute force, two pointers

[Egor's solution](#)

1162.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · Java 8 (first AC) · Tags: geometry, implementation, sortings

[Egor's solution](#)

1163.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

1164.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · Java 8 (first AC) · Tags: brute force, greedy, number theory

[Egor's solution](#)

1165.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-05-30 · Java 8 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Egor's solution](#)

1166.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Egor's solution](#)

1167.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: binary search, dp

[Egor's solution](#)

1168.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: binary search, greedy, math

[Egor's solution](#)

1169.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · Java 8 (first AC) · Tags: dfs and similar, dp, dsu

[Egor's solution](#)

1170.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · Java 8 (first AC) · Tags: dfs and similar, math

[Egor's solution](#)

1171.

683C

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

Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Egor's solution](#)

1172.

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Egor's solution](#)

1173.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: binary search, two pointers

[Egor's solution](#)

1174.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

1175.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: brute force, greedy, math, number theory

[Egor's solution](#)

1176.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: geometry, implementation

[Egor's solution](#)

1177.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1178.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · Java 8 (first AC) · Tags: brute force, implementation, math, number theory

[Egor's solution](#)

1179.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Egor's solution](#)

1180.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Egor's solution](#)

1181.

477A

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

Rating: 1600 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

1182.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-01 · Java 8 (first AC) · Tags: probabilities

[Egor's solution](#)

1183.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · Java 8 (first AC) · Tags: greedy, math

[Egor's solution](#)

1184.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · Java 7 (first AC) · Tags: dp

[Egor's solution](#)

1185.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-15 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

1186.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · Java 7 (first AC) · Tags: dp, implementation

[Egor's solution](#)

1187.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · Java 7 (first AC) · Tags: implementation, math

[Egor's solution](#)

1188.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, greedy

[Egor's solution](#)

1189.

380A

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

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: binary search, brute force

[Egor's solution](#)

1190.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: dfs and similar

[Egor's solution](#)

1191.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · Java 7 (first AC) · Tags: data structures, dp, implementation, sortings

[Egor's solution](#)

1192.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · Java 7 (first AC) · Tags: math, number theory

[Egor's solution](#)

1193.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: binary search, greedy, sortings, two pointers

[Egor's solution](#)

1194.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · Java 7 (first AC) · Tags: implementation, math, number theory

[Egor's solution](#)

1195.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2013-10-01 · Java 7 (first AC) · Tags: greedy, implementation, sortings

[Egor's solution](#)

1196.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2013-09-27 · Java 7 (first AC) · Tags: binary search, math, sortings

[Egor's solution](#)

1197.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: games, math, number theory

[Egor's solution](#)

1198.

343B

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

Quality: 17,284 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: data structures, greedy, implementation

[Egor's solution](#)

1199.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: math, number theory

[Egor's solution](#)

1200.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: greedy

[Egor's solution](#)

1201.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

1202.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · Java 7 (first AC) · Tags: brute force

[Egor's solution](#)

1203.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dfs and similar, dp

[Egor's solution](#)

1204.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

1205.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · Java 7 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1206.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · Java 7 (first AC) · Tags: *special, greedy

[Egor's solution](#)

1207.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · Java 7 (first AC) · Tags: *special, bitmasks, brute force, implementation

[Egor's solution](#)

1208.

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · Java 7 (first AC) · Tags: constructive algorithms, data structures, implementation

[Egor's solution](#)

1209.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · Java 6 (first AC) · Tags: greedy, math

[Egor's solution](#)

1210.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · Java 6 (first AC) · Tags: brute force, implementation, strings

[Egor's solution](#)

1211.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: 1600 · first AC: 2012-11-26 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1212.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2012-11-16 · Java 6 (first AC) · Tags: bitmasks

[Egor's solution](#)

1213.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · Java 6 (first AC) · Tags: number theory

[Egor's solution](#)

1214.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1215.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

1216.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · Java 6 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[Egor's solution](#)

1217.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · Java 6 (first AC) · Tags: brute force, geometry

[Egor's solution](#)

1218.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · Java 6 (first AC) · Tags: binary search, greedy, number theory

[Egor's solution](#)

1219.

207D5

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 1600 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

1220.

207A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 1600 · first AC: 2012-07-08 · last AC: 2012-07-08 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1221.

207B1

[Military Trainings](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1600 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

1222.

188G

[Array Sorting](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 1600 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[Egor's solution](#)

1223.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: greedy, implementation, sortings, two pointers

[Egor's solution](#)

1224.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · Java 6 (first AC) · Tags: *special, brute force, implementation, number theory

[Egor's solution](#)

1225.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2012-03-27 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

1226.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · Java 6 (first AC) · Tags: constructive algorithms, data structures, implementation

[Egor's solution](#)

1227.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,326 global accepts · Rating: 1600 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1228.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: math, number theory

[Egor's solution](#)

1229.

153A

[A + B](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 1600 · first AC: 2012-02-22 · Cobol (first AC) · Tags: *special

[Egor's solution](#)

1230.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Egor's solution](#)

1231.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-02-10 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1232.

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1233.

131D

[Subway](#) · [Tutorial](#)

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1234.

125C

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1235.

113A

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1236.

95A

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1237.

75C

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1238.

73A

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1239.

70B

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1240.

68B

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1241.

59C

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Quality: 2,455 global accepts · Rating: 1600 · first AC: 2011-02-11 · Java 6 (first AC) · Tags: expression parsing

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1242.

57B

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1243.

55B

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Quality: 3,447 global accepts · Rating: 1600 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: brute force

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1244.

34D

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1245.

32D

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1246.

28B

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1247.

28A

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1248.

23B

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Quality: 3,861 global accepts · Rating: 1600 · first AC: 2010-07-09 · Java 6 (first AC) · Tags: constructive algorithms, graphs, math

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1249.

11B

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1250.

7B

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1251.

1B

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1252.

2205D

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1253.

2203D

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Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: brute force, games, greedy, number theory

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1254.

2185F

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1255.

2163B

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1256.

2161B

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1257.

2150B

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1258.

2147D

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1259.

2124D

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1260.

2112D

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1261.

2113C

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1262.

2089A

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1263.

2072F

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1264.

2071C

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1265.

2053D

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1266.

2050F

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1267.

2031D

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1268.

2030D

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1269.

2018C

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2009F

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1271.

1992E

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1272.

1982D

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Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation, math, number theory

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1273.

1975D

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1936A

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1850H

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1799C

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1765D

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1760G

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1289.

1709D

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1693B

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1684D

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1672D

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1628B

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1295.

1626C

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1621C

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1618E

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1608C

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1304.

1144F

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1305.

923A

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1400B

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1307.

1392D

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1308.

1383A

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1309.

1368D

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1310.

1361A

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1311.

1346E

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1312.

1359C

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1313.

1340B

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1314.

1343D

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1315.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

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1316.

1329B

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1317.

1325D

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1318.

1324E

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1319.

1301C

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1320.

1295B

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1321.

1292B

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1322.

1279D

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1323.

1268A

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1324.

1278C

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1325.

1280A

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1326.

1260C

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1327.

1254A

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1328.

1253D

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1329.

1256C

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Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1330.

1237C1

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Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy

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1331.

1209D

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Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

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1332.

1148C

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Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, sortings

[Egor's solution](#)

1333.

1142A

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[Egor's solution](#)

1334.

1037D

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Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

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1335.

1023D

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Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: constructive algorithms, data structures

[Egor's solution](#)

1336.

983A

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Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · Java 8 (first AC) · Tags: implementation, math

[Egor's solution](#)

1337.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · Java 8 (first AC) · Tags: binary search, implementation, math

[Egor's solution](#)

1338.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · Java 8 (first AC) · Tags: dfs and similar, dp, games, graphs

[Egor's solution](#)

1339.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar

[Egor's solution](#)

1340.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1341.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · Java 8 (first AC) · Tags: dp, implementation, math

[Egor's solution](#)

1342.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

1343.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Egor's solution](#)

1344.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, math

[Egor's solution](#)

1345.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · Java 8 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[Egor's solution](#)

1346.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: data structures

[Egor's solution](#)

1347.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: dp, math

[Egor's solution](#)

1348.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: geometry, math

[Egor's solution](#)

1349.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

1350.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · Java 8 (first AC) · Tags: constructive algorithms, data structures, graphs

[Egor's solution](#)

1351.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Egor's solution](#)

1352.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · Java 8 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

1353.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · Java 8 (first AC) · Tags: geometry, math

[Egor's solution](#)

1354.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2014-12-24 · Java 8 (first AC) · Tags: geometry

[Egor's solution](#)

1355.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2014-11-05 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms

[Egor's solution](#)

1356.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · Java 8 (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[Egor's solution](#)

1357.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

1358.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · Java 8 (first AC) · Tags: bitmasks, brute force, implementation

[Egor's solution](#)

1359.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · Java 7 (first AC) · Tags: *special, implementation

[Egor's solution](#)

1360.

409B

[Mysterious Language](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-02 · Mysterious Language (first AC) · Tags: *special

[Egor's solution](#)

1361.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-02 · Java 7 (first AC) · Tags: *special

[Egor's solution](#)

1362.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · Java 7 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1363.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · Java 7 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

1364.

324B1

[Shave Beaver!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

1365.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · Java 7 (first AC) · Tags: binary search, implementation, math

[Egor's solution](#)

1366.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: hashing, strings

[Egor's solution](#)

1367.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · Java 7 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1368.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: dp, graphs, shortest paths

[Egor's solution](#)

1369.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · Java 7 (first AC) · Tags: implementation, math

[Egor's solution](#)

1370.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · Java 7 (first AC) · Tags: *special, graph matchings, implementation, trees

[Egor's solution](#)

1371.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-17 · Java 7 (first AC) · Tags: dfs and similar, dp, graphs

[Egor's solution](#)

1372.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-04 · Java 6 (first AC) · Tags: dp, implementation, two pointers

[Egor's solution](#)

1373.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1374.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-27 · Java 6 (first AC) · Tags: constructive algorithms, greedy, implementation

[Egor's solution](#)

1375.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1376.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · Java 6 (first AC) · Tags: dp, matrices

[Egor's solution](#)

1377.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: data structures, expression parsing, implementation

[Egor's solution](#)

1378.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 1700 · first AC: 2012-08-14 · Java 6 (first AC) · Tags: binary search, sortings, two pointers

[Egor's solution](#)

1379.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1700 · first AC: 2012-08-14 · Java 6 (first AC) · Tags: dfs and similar, implementation

[Egor's solution](#)

1380.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · Java 6 (first AC) · Tags: dfs and similar, greedy

[Egor's solution](#)

1381.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · Java 6 (first AC) · Tags: constructive algorithms, dp, math

[Egor's solution](#)

1382.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

1383.

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: binary search

[Egor's solution](#)

1384.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · Java 6 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

1385.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: constructive algorithms, greedy, sortings

[Egor's solution](#)

1386.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

1387.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-02 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1388.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: geometry, math

[Egor's solution](#)

1389.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: sortings

[Egor's solution](#)

1390.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2011-11-09 · Java 6 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Egor's solution](#)

1391.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1392.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-19 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

1393.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1394.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: greedy, math, sortings

[Egor's solution](#)

1395.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: implementation, strings

[Egor's solution](#)

1396.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: dp, greedy, math

[Egor's solution](#)

1397.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

1398.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: brute force, greedy, implementation

[Egor's solution](#)

1399.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

1400.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2011-01-21 · Java 6 (first AC) · Tags: data structures, expression parsing, implementation

[Egor's solution](#)

1401.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · Java 6 (first AC) · Tags: expression parsing

[Egor's solution](#)

1402.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2010-12-17 · Java 6 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

1403.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2010-11-18 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1404.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2010-10-02 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

1405.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1406.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2010-06-29 · Java 6 (first AC) · Tags: graphs

[Egor's solution](#)

1407.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2010-06-18 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1408.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2010-06-16 · Java 6 (first AC) · Tags: brute force, math

[Egor's solution](#)

1409.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2010-03-12 · Java 6 (first AC) · Tags: dp, sortings

[Egor's solution](#)

1410.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, math

[Egor's solution](#)

1411.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[Egor's solution](#)

1412.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Egor's solution](#)

1413.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · Rust 2024 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Egor's solution](#)

1414.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · Rust 2024 (first AC) · Tags: bitmasks, constructive algorithms, math

[Egor's solution](#)

1415.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · Rust 2024 (first AC) · Tags: data structures, implementation, math

[Egor's solution](#)

1416.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · Rust 2024 (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Egor's solution](#)

1417.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,780 global accepts · Rating: 1800 · first AC: 2025-12-23 · Rust 2024 (first AC) · Tags: constructive algorithms, geometry, math

[Egor's solution](#)

1418.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: greedy, implementation, strings, two pointers

[Egor's solution](#)

1419.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Egor's solution](#)

1420.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Egor's solution](#)

1421.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[Egor's solution](#)

1422.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, brute force

[Egor's solution](#)

1423.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Egor's solution](#)

1424.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · Rust 2021 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

1425.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Egor's solution](#)

1426.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · Rust 2021 (first AC) · Tags: binary search, brute force, dp

[Egor's solution](#)

1427.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Egor's solution](#)

1428.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · Rust 2021 (first AC) · Tags: brute force, flows, math, number theory

[Egor's solution](#)

1429.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · Rust 2021 (first AC) · Tags: brute force, math, number theory

[Egor's solution](#)

1430.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Egor's solution](#)

1431.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Egor's solution](#)

1432.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · Rust 2021 (first AC) · Tags: binary search, data structures

[Egor's solution](#)

1433.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · Rust 2021 (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Egor's solution](#)

1434.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Egor's solution](#)

1435.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Egor's solution](#)

1436.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · Rust 2021 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

1437.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings

[Egor's solution](#)

1438.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Egor's solution](#)

1439.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · Rust 2021 (first AC) · Tags: dp, greedy

[Egor's solution](#)

1440.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, dp

[Egor's solution](#)

1441.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-31 · Rust 2021 (first AC) · Tags: binary search, math, number theory

[Egor's solution](#)

1442.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1443.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: brute force, math, number theory

[Egor's solution](#)

1444.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Egor's solution](#)

1445.

1769D1

[A,3D0C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-03 · Rust 2021 (first AC) · Tags: *special, brute force, dp

[Egor's solution](#)

1446.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · Rust 2021 (first AC) · Tags: combinatorics, math, number theory

[Egor's solution](#)

1447.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · Rust 2021 (first AC) · Tags: data structures, dp, greedy, two pointers

[Egor's solution](#)

1448.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · Rust 2021 (first AC) · Tags: interactive, probabilities

[Egor's solution](#)

1449.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Egor's solution](#)

1450.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · Rust 2021 (first AC) · Tags: dp, greedy

[Egor's solution](#)

1451.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Egor's solution](#)

1452.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Egor's solution](#)

1453.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: dp, greedy, math

[Egor's solution](#)

1454.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Egor's solution](#)

1455.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, interactive

[Egor's solution](#)

1456.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[Egor's solution](#)

1457.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, implementation

[Egor's solution](#)

1458.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Egor's solution](#)

1459.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Egor's solution](#)

1460.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Egor's solution](#)

1461.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Egor's solution](#)

1462.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Egor's solution](#)

1463.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Egor's solution](#)

1464.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Egor's solution](#)

1465.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Egor's solution](#)

1466.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · Rust (first AC) · Tags: implementation

[Egor's solution](#)

1467.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Egor's solution](#)

1468.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Egor's solution](#)

1469.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Egor's solution](#)

1470.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Egor's solution](#)

1471.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Egor's solution](#)

1472.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Egor's solution](#)

1473.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Egor's solution](#)

1474.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Egor's solution](#)

1475.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Egor's solution](#)

1476.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Egor's solution](#)

1477.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Egor's solution](#)

1478.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Egor's solution](#)

1479.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Egor's solution](#)

1480.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Egor's solution](#)

1481.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

1482.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Egor's solution](#)

1483.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Egor's solution](#)

1484.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Egor's solution](#)

1485.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Egor's solution](#)

1486.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Egor's solution](#)

1487.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Egor's solution](#)

1488.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Egor's solution](#)

1489.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Egor's solution](#)

1490.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Egor's solution](#)

1491.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Egor's solution](#)

1492.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Egor's solution](#)

1493.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1494.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · Java 8 (first AC) · Tags: games

[Egor's solution](#)

1495.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1496.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · Java 8 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

1497.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

1498.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, sortings

[Egor's solution](#)

1499.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · Java 8 (first AC) · Tags: data structures, dp, trees

[Egor's solution](#)

1500.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · Java 8 (first AC) · Tags: number theory

[Egor's solution](#)

1501.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · Java 8 (first AC) · Tags: binary search, interactive

[Egor's solution](#)

1502.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · Java 8 (first AC) · Tags: number theory

[Egor's solution](#)

1503.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · Java 8 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

1504.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

1505.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

1506.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · Java 8 (first AC) · Tags: dp, greedy, implementation, math

[Egor's solution](#)

1507.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · Java 8 (first AC) · Tags: greedy, sortings, two pointers

[Egor's solution](#)

1508.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · Java 8 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Egor's solution](#)

1509.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Egor's solution](#)

1510.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · Java 8 (first AC) · Tags: chinese remainder theorem, math, number theory

[Egor's solution](#)

1511.

683F

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

Quality: 168 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Egor's solution](#)

1512.

683E

[Hammer throwing](#) · [Tutorial](#)

Quality: 202 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Egor's solution](#)

1513.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: binary search, dp, graphs

[Egor's solution](#)

1514.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: geometry, math

[Egor's solution](#)

1515.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Egor's solution](#)

1516.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · Java 8 (first AC) · Tags: constructive algorithms, graphs

[Egor's solution](#)

1517.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2015-12-25 · Java 8 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

1518.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · Java 8 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

1519.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[Egor's solution](#)

1520.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Egor's solution](#)

1521.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, math

[Egor's solution](#)

1522.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · Java 8 (first AC) · Tags: binary search, brute force, implementation

[Egor's solution](#)

1523.

470B

[Hexakosioihexekontahexaphobia](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 1800 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Egor's solution](#)

1524.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · Java 7 (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[Egor's solution](#)

1525.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-19 · Java 8 (first AC) · Tags: greedy, math, probabilities

[Egor's solution](#)

1526.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · Java 8 (first AC) · Tags: dsu, graphs, greedy, trees

[Egor's solution](#)

1527.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-05-24 · Java 8 (first AC) · Tags: math, sortings

[Egor's solution](#)

1528.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-22 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

1529.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · Java 7 (first AC) · Tags: dfs and similar, graphs, sortings

[Egor's solution](#)

1530.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · Java 7 (first AC) · Tags: dp, greedy, implementation, math

[Egor's solution](#)

1531.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: brute force, greedy, implementation, number theory

[Egor's solution](#)

1532.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: greedy

[Egor's solution](#)

1533.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: binary search, math

[Egor's solution](#)

1534.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2013-04-25 · Java 7 (first AC) · Tags: brute force, combinatorics

[Egor's solution](#)

1535.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · Java 7 (first AC) · Tags: data structures, implementation, two pointers

[Egor's solution](#)

1536.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 1800 · first AC: 2013-01-16 · Java 6 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

1537.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · Java 6 (first AC) · Tags: binary search, brute force, math

[Egor's solution](#)

1538.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2012-12-09 · Java 6 (first AC) · Tags: greedy, strings

[Egor's solution](#)

1539.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

1540.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: dp, hashing, strings

[Egor's solution](#)

1541.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1542.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2012-08-14 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1543.

207D1

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 1800 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

1544.

207A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1800 · first AC: 2012-07-08 · last AC: 2012-07-08 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1545.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · Java 6 (first AC) · Tags: math, ternary search

[Egor's solution](#)

1546.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2012-06-24 · Java 6 (first AC) · Tags: binary search, brute force, expression parsing, implementation

[Egor's solution](#)

1547.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-24 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

1548.

188H

[Stack](#) · [Tutorial](#)

Quality: 686 global accepts · Rating: 1800 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, expression parsing, implementation

[Egor's solution](#)

1549.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-10 · Java 6 (first AC) · Tags: dp, shortest paths

[Egor's solution](#)

1550.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · Java 6 (first AC) · Tags: math, ternary search

[Egor's solution](#)

1551.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 1800 · first AC: 2012-04-24 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1552.

177F1

[Script Generation](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 1800 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

1553.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · Java 6 (first AC) · Tags: dp, math, probabilities

[Egor's solution](#)

1554.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: dfs and similar, dp, trees

[Egor's solution](#)

1555.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2012-02-02 · Java 6 (first AC) · Tags: dp, games, math, probabilities

[Egor's solution](#)

1556.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · Java 6 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1557.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: brute force, greedy, implementation

[Egor's solution](#)

1558.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: binary search, data structures, greedy

[Egor's solution](#)

1559.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

1560.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-03 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1561.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

1562.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1563.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: graph matchings

[Egor's solution](#)

1564.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · Java 6 (first AC) · Tags: brute force, number theory

[Egor's solution](#)

1565.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · Java 6 (first AC) · Tags: dp, greedy

[Egor's solution](#)

1566.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1567.

87B

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Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: implementation, strings

[Egor's solution](#)

1568.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: data structures, greedy

[Egor's solution](#)

1569.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · Java 6 (first AC) · Tags: binary search, math, sortings

[Egor's solution](#)

1570.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · Java 6 (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Egor's solution](#)

1571.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-19 · Java 6 (first AC) · Tags: math, probabilities

[Egor's solution](#)

1572.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1573.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2011-03-22 · Java 6 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

1574.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1575.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · Java 6 (first AC) · Tags: dp, graphs, greedy, implementation

[Egor's solution](#)

1576.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

1577.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-03-03 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

1578.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · Java 6 (first AC) · Tags: binary search, implementation

[Egor's solution](#)

1579.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2011-02-22 · Java 6 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Egor's solution](#)

1580.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2011-01-11 · Java 6 (first AC) · Tags: hashing, implementation

[Egor's solution](#)

1581.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2010-12-28 · Java 6 (first AC) · Tags: binary search, greedy

[Egor's solution](#)

1582.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2010-12-17 · Java 6 (first AC) · Tags: brute force, dp, implementation

[Egor's solution](#)

1583.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2010-10-30 · Java 6 (first AC) · Tags: dp, sortings

[Egor's solution](#)

1584.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2010-10-25 · Java 6 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

1585.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2010-10-07 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1586.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2010-09-24 · Java 6 (first AC) · Tags: dp, probabilities

[Egor's solution](#)

1587.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2010-07-26 · Java 6 (first AC) · Tags: geometry, implementation, math

[Egor's solution](#)

1588.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-29 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

1589.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: math, number theory

[Egor's solution](#)

1590.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-23 · Rust 2024 (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Egor's solution](#)

1591.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-01-12 · Rust 2024 (first AC) · Tags: binary search, data structures

[Egor's solution](#)

1592.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · Rust 2024 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Egor's solution](#)

1593.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · Rust 2024 (first AC) · Tags: dp

[Egor's solution](#)

1594.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Egor's solution](#)

1595.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Egor's solution](#)

1596.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1900 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Egor's solution](#)

1597.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · Rust 2024 (first AC) · Tags: binary search, math, ternary search

[Egor's solution](#)

1598.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Egor's solution](#)

1599.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Egor's solution](#)

1600.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Egor's solution](#)

1601.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Egor's solution](#)

1602.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Egor's solution](#)

1603.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · Rust 2021 (first AC) · Tags: brute force, dp

[Egor's solution](#)

1604.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · Rust 2021 (first AC) · Tags: dfs and similar, dp, trees

[Egor's solution](#)

1605.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, interactive

[Egor's solution](#)

1606.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, implementation, math

[Egor's solution](#)

1607.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Egor's solution](#)

1608.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Egor's solution](#)

1609.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · Rust 2021 (first AC) · Tags: binary search, data structures, two pointers

[Egor's solution](#)

1610.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · Rust 2021 (first AC) · Tags: dp, greedy, implementation, math

[Egor's solution](#)

1611.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Egor's solution](#)

1612.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Egor's solution](#)

1613.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[Egor's solution](#)

1614.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Egor's solution](#)

1615.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Egor's solution](#)

1616.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Egor's solution](#)

1617.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: data structures, math, sortings

[Egor's solution](#)

1618.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Egor's solution](#)

1619.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 1900 · first AC: 2024-03-19 · Rust 2021 (first AC) · Tags: data structures, sortings

[Egor's solution](#)

1620.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,633 global accepts · Rating: 1900 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: data structures, dp, sortings

[Egor's solution](#)

1621.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, trees

[Egor's solution](#)

1622.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Egor's solution](#)

1623.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · Rust 2021 (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Egor's solution](#)

1624.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Egor's solution](#)

1625.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Egor's solution](#)

1626.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · Rust 2021 (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Egor's solution](#)

1627.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · Rust 2021 (first AC) · Tags: dp

[Egor's solution](#)

1628.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-05 · Rust 2021 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1629.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · Rust 2021 (first AC) · Tags: hashing, math

[Egor's solution](#)

1630.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · Rust 2021 (first AC) · Tags: data structures, dp, greedy

[Egor's solution](#)

1631.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[Egor's solution](#)

1632.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · Rust 2021 (first AC) · Tags: combinatorics, data structures, implementation

[Egor's solution](#)

1633.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Egor's solution](#)

1634.

1591D

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

Rating: 1900 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Egor's solution](#)

1635.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · Rust 2021 (first AC) · Tags: dp, math

[Egor's solution](#)

1636.

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Egor's solution](#)

1637.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Egor's solution](#)

1638.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Egor's solution](#)

1639.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[Egor's solution](#)

1640.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Egor's solution](#)

1641.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · Rust (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Egor's solution](#)

1642.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Egor's solution](#)

1643.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Egor's solution](#)

1644.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Egor's solution](#)

1645.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, trees

[Egor's solution](#)

1646.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Egor's solution](#)

1647.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[Egor's solution](#)

1648.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[Egor's solution](#)

1649.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Egor's solution](#)

1650.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Egor's solution](#)

1651.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Egor's solution](#)

1652.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Egor's solution](#)

1653.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Egor's solution](#)

1654.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Egor's solution](#)

1655.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Egor's solution](#)

1656.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Egor's solution](#)

1657.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Egor's solution](#)

1658.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Egor's solution](#)

1659.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Egor's solution](#)

1660.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Egor's solution](#)

1661.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Egor's solution](#)

1662.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: binary search, data structures, greedy, implementation

[Egor's solution](#)

1663.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

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1664.

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

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1665.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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1666.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: math, number theory

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1667.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · Java 8 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

1668.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Egor's solution](#)

1669.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Egor's solution](#)

1670.

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1671.

700A

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Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · Java 8 (first AC) · Tags: binary search, math

[Egor's solution](#)

1672.

687C

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Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

1673.

685B

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Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Egor's solution](#)

1674.

683H

[Exchange of Books](#) · [Tutorial](#)

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1675.

683G

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1676.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

1677.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · Java 8 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Egor's solution](#)

1678.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · Java 8 (first AC) · Tags: binary search, geometry, ternary search

[Egor's solution](#)

1679.

568B

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Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · Java 8 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

1680.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · Java 8 (first AC) · Tags: data structures, dsu

[Egor's solution](#)

1681.

552D

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

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2015-06-18 · Java 8 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Egor's solution](#)

1682.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-18 · Java 8 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Egor's solution](#)

1683.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

1684.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: brute force

[Egor's solution](#)

1685.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: brute force, greedy, sortings

[Egor's solution](#)

1686.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Egor's solution](#)

1687.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: binary search, brute force, implementation

[Egor's solution](#)

1688.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · Java 8 (first AC) · Tags: combinatorics, dp, implementation

[Egor's solution](#)

1689.

477B

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

Rating: 1900 · first AC: 2014-10-12 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

1690.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Egor's solution](#)

1691.

470D

[Caesar Cipher](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Egor's solution](#)

1692.

470C

[Eval](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Egor's solution](#)

1693.

470E

[Chessboard](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Egor's solution](#)

1694.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · Java 7 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

1695.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-06-01 · Java 8 (first AC) · Tags: dp, dsu, sortings

[Egor's solution](#)

1696.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · Java 7 (first AC) · Tags: data structures, graphs, implementation, two pointers

[Egor's solution](#)

1697.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · Java 7 (first AC) · Tags: bitmasks, dp, sortings

[Egor's solution](#)

1698.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-19 · Java 7 (first AC) · Tags: dp, implementation

[Egor's solution](#)

1699.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Egor's solution](#)

1700.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: binary search, data structures, greedy, sortings

[Egor's solution](#)

1701.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: brute force, divide and conquer, dp

[Egor's solution](#)

1702.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: binary search, data structures

[Egor's solution](#)

1703.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · Java 7 (first AC) · Tags: implementation, math

[Egor's solution](#)

1704.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2013-10-10 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[Egor's solution](#)

1705.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · Java 7 (first AC) · Tags: combinatorics, dp, probabilities

[Egor's solution](#)

1706.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · Java 7 (first AC) · Tags: binary search, greedy, two pointers

[Egor's solution](#)

1707.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: math

[Egor's solution](#)

1708.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: constructive algorithms, dp

[Egor's solution](#)

1709.

324B2

[Shave Beaver!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

1710.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2013-06-28 · Java 7 (first AC) · Tags: dp, flows, greedy

[Egor's solution](#)

1711.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

1712.

308C

[Memory for Arrays](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

1713.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures

[Egor's solution](#)

1714.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Egor's solution](#)

1715.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-04 · Java 6 (first AC) · Tags: dp, games, greedy, number theory

[Egor's solution](#)

1716.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · Java 6 (first AC) · Tags: dp, math, probabilities

[Egor's solution](#)

1717.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · Java 6 (first AC) · Tags: brute force, combinatorics, dp

[Egor's solution](#)

1718.

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1900 · first AC: 2012-11-26 · Java 6 (first AC) · Tags: geometry, ternary search, two pointers

[Egor's solution](#)

1719.

241G

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

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1720.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · Java 6 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Egor's solution](#)

1721.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · Java 6 (first AC) · Tags: combinatorics, graphs, math

[Egor's solution](#)

1722.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-09-27 · Java 6 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Egor's solution](#)

1723.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1724.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: combinatorics, math, number theory

[Egor's solution](#)

1725.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,033 global accepts · Rating: 1900 · first AC: 2012-09-16 · Java 6 (first AC) · Tags: data structures, dp, strings

[Egor's solution](#)

1726.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-07-30 · Java 6 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

1727.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-07-23 · Java 6 (first AC) · Tags: dp, graphs, shortest paths

[Egor's solution](#)

1728.

208B

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Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-07-23 · Java 6 (first AC) · Tags: dfs and similar, dp

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1729.

207B2

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Quality: 238 global accepts · Rating: 1900 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

1730.

177E2

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Quality: 502 global accepts · Rating: 1900 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: binary search

[Egor's solution](#)

1731.

149D

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Quality: 4,611 global accepts · Rating: 1900 · first AC: 2012-02-10 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1732.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-02 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1733.

144D

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Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Egor's solution](#)

1734.

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2011-12-24 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1735.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2011-12-16 · Java 6 (first AC) · Tags: dp, strings

[Egor's solution](#)

1736.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · Java 6 (first AC) · Tags: constructive algorithms, games, greedy

[Egor's solution](#)

1737.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 1900 · first AC: 2011-12-02 · Java 6 (first AC) · Tags: brute force, dfs and similar, math, number theory

[Egor's solution](#)

1738.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · Java 6 (first AC) · Tags: binary search, brute force, math

[Egor's solution](#)

1739.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: brute force, combinatorics, number theory

[Egor's solution](#)

1740.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: divide and conquer, geometry, sortings

[Egor's solution](#)

1741.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-14 · Java 6 (first AC) · Tags: constructive algorithms, implementation, sortings

[Egor's solution](#)

1742.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: brute force, greedy, sortings, strings

[Egor's solution](#)

1743.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · Java 6 (first AC) · Tags: binary search, data structures, number theory

[Egor's solution](#)

1744.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1745.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2011-07-08 · Java 6 (first AC) · Tags: shortest paths

[Egor's solution](#)

1746.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1747.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2011-03-22 · Java 6 (first AC) · Tags: dp, games

[Egor's solution](#)

1748.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · Java 6 (first AC) · Tags: binary search, data structures, dp

[Egor's solution](#)

1749.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1750.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2011-01-25 · Java 6 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

1751.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: games

[Egor's solution](#)

1752.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2010-11-08 · Java 6 (first AC) · Tags: constructive algorithms, graphs, greedy

[Egor's solution](#)

1753.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2010-11-08 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1754.

38D

[Vasya the Architect](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2010-10-30 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1755.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2010-10-25 · Java 6 (first AC) · Tags: data structures, greedy, trees

[Egor's solution](#)

1756.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2010-08-02 · Java 6 (first AC) · Tags: dsu, graphs, trees

[Egor's solution](#)

1757.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,071 global accepts · Rating: 1900 · first AC: 2010-08-02 · Java 6 (first AC) · Tags: graphs, shortest paths

[Egor's solution](#)

1758.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2010-06-29 · Java 6 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

1759.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2010-06-28 · Java 6 (first AC) · Tags: implementation, strings

[Egor's solution](#)

1760.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2010-06-24 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1761.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2010-04-12 · MS C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[Egor's solution](#)

1762.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2010-03-20 · MS C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Egor's solution](#)

1763.

2199F

[Self-Produced Sequences](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, math

[Egor's solution](#)

1764.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Egor's solution](#)

1765.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2000 · first AC: 2025-12-23 · Rust 2024 (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Egor's solution](#)

1766.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · Rust 2024 (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Egor's solution](#)

1767.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,652 global accepts · Rating: 2000 · first AC: 2025-11-20 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, number theory

[Egor's solution](#)

1768.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Egor's solution](#)

1769.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · last AC: 2025-03-06 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1770.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Egor's solution](#)

1771.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Egor's solution](#)

1772.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Egor's solution](#)

1773.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Egor's solution](#)

1774.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy

[Egor's solution](#)

1775.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math, trees

[Egor's solution](#)

1776.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

1777.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Egor's solution](#)

1778.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

1779.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: hashing, implementation, math, strings

[Egor's solution](#)

1780.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · Rust 2021 (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Egor's solution](#)

1781.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Egor's solution](#)

1782.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · Rust 2021 (first AC) · Tags: combinatorics, math, number theory

[Egor's solution](#)

1783.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation

[Egor's solution](#)

1784.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · Rust 2021 (first AC) · Tags: binary search, data structures

[Egor's solution](#)

1785.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive, math

[Egor's solution](#)

1786.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · Rust 2021 (first AC) · Tags: binary search, data structures, math, sortings

[Egor's solution](#)

1787.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · Rust 2021 (first AC) · Tags: brute force, math

[Egor's solution](#)

1788.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, implementation

[Egor's solution](#)

1789.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

1790.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Egor's solution](#)

1791.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · Rust 2021 (first AC) · Tags: greedy, implementation, math, number theory

[Egor's solution](#)

1792.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · Rust 2021 (first AC) · Tags: brute force, dp, math

[Egor's solution](#)

1793.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · Rust 2021 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Egor's solution](#)

1794.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy

[Egor's solution](#)

1795.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, sortings

[Egor's solution](#)

1796.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Egor's solution](#)

1797.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, interactive

[Egor's solution](#)

1798.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Egor's solution](#)

1799.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · Rust 2021 (first AC) · Tags: dp, greedy, math

[Egor's solution](#)

1800.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: combinatorics, math, two pointers

[Egor's solution](#)

1801.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Egor's solution](#)

1802.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · Rust 2021 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

1803.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, constructive algorithms, dp

[Egor's solution](#)

1804.

1563C

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

Rating: 2000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Egor's solution](#)

1805.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Egor's solution](#)

1806.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Egor's solution](#)

1807.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

1808.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[Egor's solution](#)

1809.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Egor's solution](#)

1810.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[Egor's solution](#)

1811.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Egor's solution](#)

1812.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Egor's solution](#)

1813.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Egor's solution](#)

1814.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math

[Egor's solution](#)

1815.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Egor's solution](#)

1816.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Egor's solution](#)

1817.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Egor's solution](#)

1818.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

1819.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Egor's solution](#)

1820.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Egor's solution](#)

1821.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Egor's solution](#)

1822.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Egor's solution](#)

1823.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Egor's solution](#)

1824.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Egor's solution](#)

1825.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Egor's solution](#)

1826.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Egor's solution](#)

1827.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[Egor's solution](#)

1828.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Egor's solution](#)

1829.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Egor's solution](#)

1830.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · Java 8 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Egor's solution](#)

1831.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Egor's solution](#)

1832.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · Java 8 (first AC) · Tags: binary search, constructive algorithms, interactive

[Egor's solution](#)

1833.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · Java 8 (first AC) · Tags: greedy, strings

[Egor's solution](#)

1834.

1057C

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

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2018-10-12 · Java 8 (first AC) · Tags: *special, dp

[Egor's solution](#)

1835.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Egor's solution](#)

1836.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · Java 8 (first AC) · Tags: math

[Egor's solution](#)

1837.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · Java 8 (first AC) · Tags: dfs and similar, dp, games

[Egor's solution](#)

1838.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Egor's solution](#)

1839.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · Java 8 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Egor's solution](#)

1840.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: geometry

[Egor's solution](#)

1841.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: dp, hashing, strings

[Egor's solution](#)

1842.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · Java 8 (first AC) · Tags: ternary search

[Egor's solution](#)

1843.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · Java 8 (first AC) · Tags: dp, greedy, sortings

[Egor's solution](#)

1844.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: constructive algorithms, graphs, math

[Egor's solution](#)

1845.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, greedy, math

[Egor's solution](#)

1846.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, probabilities

[Egor's solution](#)

1847.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: binary search, data structures, math

[Egor's solution](#)

1848.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · Java 8 (first AC) · Tags: dp, strings

[Egor's solution](#)

1849.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · Java 8 (first AC) · Tags: binary search, data structures, dp, two pointers

[Egor's solution](#)

1850.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2014-08-26 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[Egor's solution](#)

1851.

453B

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

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[Egor's solution](#)

1852.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-24 · Java 8 (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[Egor's solution](#)

1853.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: games, greedy, sortings

[Egor's solution](#)

1854.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: data structures, dfs and similar, trees

[Egor's solution](#)

1855.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: data structures, schedules

[Egor's solution](#)

1856.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: bitmasks, brute force, dp

[Egor's solution](#)

1857.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: graphs, greedy, sortings

[Egor's solution](#)

1858.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-10 · Java 7 (first AC) · Tags: binary search, dp

[Egor's solution](#)

1859.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2013-10-10 · Java 7 (first AC) · Tags: constructive algorithms, dp

[Egor's solution](#)

1860.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: dp, strings

[Egor's solution](#)

1861.

345C

[Counting Fridays](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 2000 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special

[Egor's solution](#)

1862.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · Java 7 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

1863.

308A

[Morning run](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

1864.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: brute force

[Egor's solution](#)

1865.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-14 · Java 7 (first AC) · Tags: *special, dfs and similar, hashing, strings

[Egor's solution](#)

1866.

263C

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

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2013-01-16 · Java 6 (first AC) · Tags: brute force, dfs and similar, implementation

[Egor's solution](#)

1867.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · Java 6 (first AC) · Tags: constructive algorithms, dp, math

[Egor's solution](#)

1868.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2013-01-12 · Java 6 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

1869.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · Java 6 (first AC) · Tags: binary search, combinatorics, dp, math

[Egor's solution](#)

1870.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · Java 6 (first AC) · Tags: dp, greedy, number theory

[Egor's solution](#)

1871.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2012-11-26 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

1872.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: binary search, brute force, implementation, strings

[Egor's solution](#)

1873.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-16 · Java 6 (first AC) · Tags: graphs, sortings

[Egor's solution](#)

1874.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: geometry, implementation

[Egor's solution](#)

1875.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · Java 6 (first AC) · Tags: dp, math, probabilities

[Egor's solution](#)

1876.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-16 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1877.

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2012-09-27 · Java 6 (first AC) · Tags: dp, hashing

[Egor's solution](#)

1878.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2012-08-14 · Java 6 (first AC) · Tags: math, number theory

[Egor's solution](#)

1879.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1880.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · Java 6 (first AC) · Tags: math, probabilities

[Egor's solution](#)

1881.

207D3

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2000 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

1882.

207A3

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2000 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

1883.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1884.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-12 · Java 6 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

1885.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

1886.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-05-10 · Java 6 (first AC) · Tags: dfs and similar, dsu

[Egor's solution](#)

1887.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2012-04-25 · Java 6 (first AC) · Tags: data structures, greedy

[Egor's solution](#)

1888.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2012-04-01 · Java 6 (first AC) · Tags: *special, implementation

[Egor's solution](#)

1889.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2012-04-01 · Secret_171 (first AC) · Tags: *special

[Egor's solution](#)

1890.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · Java 6 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

1891.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2011-12-16 · Java 6 (first AC) · Tags: data structures, implementation, strings

[Egor's solution](#)

1892.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2000 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: binary search, two pointers

[Egor's solution](#)

1893.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

1894.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · Java 6 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

1895.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1896.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1897.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2011-10-07 · Java 6 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

1898.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · Java 6 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

1899.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2011-09-08 · Java 6 (first AC) · Tags: brute force, data structures, hashing, strings

[Egor's solution](#)

1900.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: dp, games, math

[Egor's solution](#)

1901.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: data structures, dfs and similar, sortings

[Egor's solution](#)

1902.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1903.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2011-04-27 · Java 6 (first AC) · Tags: dp, games, number theory

[Egor's solution](#)

1904.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[Egor's solution](#)

1905.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: binary search, greedy, sortings

[Egor's solution](#)

1906.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2011-03-22 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1907.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2011-03-07 · Java 6 (first AC) · Tags: data structures, dp

[Egor's solution](#)

1908.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2011-02-28 · Java 6 (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[Egor's solution](#)

1909.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2011-02-11 · Java 6 (first AC) · Tags: constructive algorithms, greedy, implementation

[Egor's solution](#)

1910.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2011-01-11 · Java 6 (first AC) · Tags: dp, math, probabilities

[Egor's solution](#)

1911.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: geometry

[Egor's solution](#)

1912.

47C

[Crossword](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2000 · first AC: 2010-12-07 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

1913.

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2010-10-11 · Java 6 (first AC) · Tags: brute force, implementation, math

[Egor's solution](#)

1914.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2010-10-07 · Java 6 (first AC) · Tags: geometry, graphs, shortest paths, sortings

[Egor's solution](#)

1915.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2010-08-16 · Java 6 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Egor's solution](#)

1916.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2010-06-28 · Java 6 (first AC) · Tags: binary search, dp, sortings

[Egor's solution](#)

1917.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2010-06-18 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

1918.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2010-06-16 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

1919.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2010-06-16 · Java 6 (first AC) · Tags: brute force, dp, greedy

[Egor's solution](#)

1920.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2010-05-29 · Java 6 (first AC) · Tags: games

[Egor's solution](#)

1921.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2010-05-06 · Java 6 (first AC) · Tags: geometry, implementation

[Egor's solution](#)

1922.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2010-04-08 · Java 6 (first AC) · Tags: bitmasks, dp

[Egor's solution](#)

1923.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, greedy

[Egor's solution](#)

1924.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: dp, math, number theory

[Egor's solution](#)

1925.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Egor's solution](#)

1926.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · Rust 2024 (first AC) · Tags: combinatorics, data structures, dp

[Egor's solution](#)

1927.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: binary search, data structures, dp, greedy

[Egor's solution](#)

1928.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

1929.

2145E

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Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · Rust 2024 (first AC) · Tags: binary search, data structures, greedy, sortings
[Egor's solution](#)

1930.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
[Egor's solution](#)

1931.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · Rust 2024 (first AC) · Tags: data structures, dp
[Egor's solution](#)

1932.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy
[Egor's solution](#)

1933.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[Egor's solution](#)

1934.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math
[Egor's solution](#)

1935.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · Rust 2021 (first AC) · Tags: greedy, implementation
[Egor's solution](#)

1936.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, math, number theory
[Egor's solution](#)

1937.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[Egor's solution](#)

1938.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · Rust 2021 (first AC) · Tags: brute force, games, math, number theory
[Egor's solution](#)

1939.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · Rust 2021 (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Egor's solution](#)

1940.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Egor's solution](#)

1941.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Egor's solution](#)

1942.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Egor's solution](#)

1943.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Egor's solution](#)

1944.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Egor's solution](#)

1945.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-31 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Egor's solution](#)

1946.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · Rust 2021 (first AC) · Tags: data structures, dp

[Egor's solution](#)

1947.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

1948.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive, number theory

[Egor's solution](#)

1949.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · Rust 2021 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

1950.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · Rust 2021 (first AC) · Tags: constructive algorithms, number theory

[Egor's solution](#)

1951.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Egor's solution](#)

1952.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · Rust 2021 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Egor's solution](#)

1953.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · Rust 2021 (first AC) · Tags: data structures, dp

[Egor's solution](#)

1954.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · Rust 2021 (first AC) · Tags: dfs and similar, math, number theory, trees

[Egor's solution](#)

1955.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: binary search, brute force, implementation

[Egor's solution](#)

1956.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · Rust 2021 (first AC) · Tags: combinatorics, dp, games, math

[Egor's solution](#)

1957.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

1958.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[Egor's solution](#)

1959.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Egor's solution](#)

1960.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Egor's solution](#)

1961.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

1962.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Egor's solution](#)

1963.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Egor's solution](#)

1964.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Egor's solution](#)

1965.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Egor's solution](#)

1966.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Egor's solution](#)

1967.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Egor's solution](#)

1968.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2013-06-28 · last AC: 2020-05-14 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Egor's solution](#)

1969.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Egor's solution](#)

1970.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Egor's solution](#)

1971.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Egor's solution](#)

1972.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Egor's solution](#)

1973.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Egor's solution](#)

1974.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Egor's solution](#)

1975.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Egor's solution](#)

1976.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Egor's solution](#)

1977.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Egor's solution](#)

1978.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-05 · Java 8 (first AC) · Tags: binary search, interactive, probabilities

[Egor's solution](#)

1979.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2018-08-27 · Java 8 (first AC) · Tags: combinatorics, data structures, greedy

[Egor's solution](#)

1980.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · Java 8 (first AC) · Tags: brute force, dp, math, number theory, trees

[Egor's solution](#)

1981.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: constructive algorithms, interactive, matrices

[Egor's solution](#)

1982.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · Java 8 (first AC) · Tags: dfs and similar, dp, games, graphs

[Egor's solution](#)

1983.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · Java 8 (first AC) · Tags: data structures

[Egor's solution](#)

1984.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · Java 8 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Egor's solution](#)

1985.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: dp, graphs, shortest paths

[Egor's solution](#)

1986.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · Java 8 (first AC) · Tags: math, number theory

[Egor's solution](#)

1987.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · Java 8 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[Egor's solution](#)

1988.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · Java 8 (first AC) · Tags: geometry, math

[Egor's solution](#)

1989.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2016-01-21 · Java 8 (first AC) · Tags: bitmasks, data structures, trees

[Egor's solution](#)

1990.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · Java 8 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Egor's solution](#)

1991.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: binary search, math

[Egor's solution](#)

1992.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: dp, greedy

[Egor's solution](#)

1993.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: data structures, greedy

[Egor's solution](#)

1994.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: data structures, greedy, implementation

[Egor's solution](#)

1995.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-24 · Java 8 (first AC) · Tags: flows, graph matchings, number theory

[Egor's solution](#)

1996.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Egor's solution](#)

1997.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-05 · Java 8 (first AC) · Tags: binary search, math, sortings, two pointers

[Egor's solution](#)

1998.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · Java 8 (first AC) · Tags: data structures, ternary search

[Egor's solution](#)

1999.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · Java 7 (first AC) · Tags: combinatorics, math, probabilities

[Egor's solution](#)

2000.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: combinatorics, divide and conquer

[Egor's solution](#)

2001.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: data structures, dp, math

[Egor's solution](#)

2002.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · Java 7 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Egor's solution](#)

2003.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · Java 7 (first AC) · Tags: dfs and similar, number theory, trees

[Egor's solution](#)

2004.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2013-09-15 · last AC: 2013-09-15 · Java 7 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Egor's solution](#)

2005.

345B

[Triskaidekaphobia](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2100 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special

[Egor's solution](#)

2006.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: combinatorics, math, number theory

[Egor's solution](#)

2007.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: games

[Egor's solution](#)

2008.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · last AC: 2013-08-02 · Java 7 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[Egor's solution](#)

2009.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: dp, geometry

[Egor's solution](#)

2010.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2013-05-30 · Java 7 (first AC) · Tags: dp

[Egor's solution](#)

2011.

308B

[Context Advertising](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

2012.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Egor's solution](#)

2013.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: greedy, implementation

[Egor's solution](#)

2014.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-17 · Java 7 (first AC) · Tags: dp

[Egor's solution](#)

2015.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · Java 6 (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[Egor's solution](#)

2016.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-01-28 · Java 6 (first AC) · Tags: math, probabilities, sortings

[Egor's solution](#)

2017.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-22 · Java 6 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

2018.

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-27 · Java 6 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[Egor's solution](#)

2019.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2012-12-09 · Java 6 (first AC) · Tags: dp, implementation

[Egor's solution](#)

2020.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

2021.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-19 · Java 6 (first AC) · Tags: math, number theory

[Egor's solution](#)

2022.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · Java 6 (first AC) · Tags: data structures

[Egor's solution](#)

2023.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · Java 6 (first AC) · Tags: brute force, math

[Egor's solution](#)

2024.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2012-07-23 · Java 6 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Egor's solution](#)

2025.

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2012-07-16 · Java 6 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

2026.

207D10

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 2100 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

2027.

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

2028.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · Java 6 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

2029.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2011-12-03 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

2030.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2011-12-03 · Java 6 (first AC) · Tags: constructive algorithms, dp, greedy

[Egor's solution](#)

2031.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2011-11-15 · Java 6 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Egor's solution](#)

2032.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2011-09-03 · Java 6 (first AC) · Tags: bitmasks, dp, dsu

[Egor's solution](#)

2033.

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-07 · Java 6 (first AC) · Tags: brute force, data structures, sortings

[Egor's solution](#)

2034.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · Java 6 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

2035.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2011-04-15 · Java 6 (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[Egor's solution](#)

2036.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: greedy, two pointers

[Egor's solution](#)

2037.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: binary search, geometry

[Egor's solution](#)

2038.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: brute force, dfs and similar

[Egor's solution](#)

2039.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2011-01-21 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

2040.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: binary search, dp, probabilities

[Egor's solution](#)

2041.

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2010-10-30 · Java 6 (first AC) · Tags: dp, games, strings

[Egor's solution](#)

2042.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2010-03-20 · Java 6 (first AC) · Tags: implementation, math

[Egor's solution](#)

2043.

1C

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

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2010-03-03 · Java 6 (first AC) · Tags: geometry, math

[Egor's solution](#)

2044.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-16 · Rust 2024 (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Egor's solution](#)

2045.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · Rust 2024 (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Egor's solution](#)

2046.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · Rust 2024 (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Egor's solution](#)

2047.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · Rust 2024 (first AC) · Tags: brute force, interactive, math

[Egor's solution](#)

2048.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2200 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Egor's solution](#)

2049.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,681 global accepts · Rating: 2200 · first AC: 2025-11-28 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, implementation

[Egor's solution](#)

2050.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Egor's solution](#)

2051.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Egor's solution](#)

2052.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Egor's solution](#)

2053.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2054.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Egor's solution](#)

2055.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Egor's solution](#)

2056.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-15 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Egor's solution](#)

2057.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Egor's solution](#)

2058.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: dp, games, math, probabilities

[Egor's solution](#)

2059.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-03-04 · Rust 2021 (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Egor's solution](#)

2060.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Egor's solution](#)

2061.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · Rust 2021 (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Egor's solution](#)

2062.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Egor's solution](#)

2063.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Egor's solution](#)

2064.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Egor's solution](#)

2065.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · Rust 2021 (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Egor's solution](#)

2066.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Egor's solution](#)

2067.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · Rust 2021 (first AC) · Tags: binary search, data structures, dp

[Egor's solution](#)

2068.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, implementation

[Egor's solution](#)

2069.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Egor's solution](#)

2070.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Egor's solution](#)

2071.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · Rust 2021 (first AC) · Tags: greedy, sortings, trees

[Egor's solution](#)

2072.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Egor's solution](#)

2073.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive

[Egor's solution](#)

2074.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · Rust 2021 (first AC) · Tags: dp

[Egor's solution](#)

2075.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp

[Egor's solution](#)

2076.

1784C

[Monsters \(hard version\)](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-05 · Rust 2021 (first AC) · Tags: data structures, greedy

[Egor's solution](#)

2077.

1769D2

[A..3D1000a CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-03 · Rust 2021 (first AC) · Tags: *special, brute force

[Egor's solution](#)

2078.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: binary search, graphs, greedy, implementation

[Egor's solution](#)

2079.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · Rust 2021 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Egor's solution](#)

2080.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · Rust 2021 (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Egor's solution](#)

2081.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Egor's solution](#)

2082.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Egor's solution](#)

2083.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Egor's solution](#)

2084.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · Rust 2021 (first AC) · Tags: dp, greedy, sortings, two pointers

[Egor's solution](#)

2085.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, strings
[Egor's solution](#)

2086.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy
[Egor's solution](#)

2087.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[Egor's solution](#)

2088.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: data structures, dsu, greedy, sortings
[Egor's solution](#)

2089.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[Egor's solution](#)

2090.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings
[Egor's solution](#)

2091.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp
[Egor's solution](#)

2092.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[Egor's solution](#)

2093.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[Egor's solution](#)

2094.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs
[Egor's solution](#)

2095.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory, trees

[Egor's solution](#)

2096.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Egor's solution](#)

2097.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Egor's solution](#)

2098.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Egor's solution](#)

2099.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Egor's solution](#)

2100.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Egor's solution](#)

2101.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Egor's solution](#)

2102.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Egor's solution](#)

2103.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Egor's solution](#)

2104.

1303E

[Erase Subsequences](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Egor's solution](#)

2105.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Egor's solution](#)

2106.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Egor's solution](#)

2107.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[Egor's solution](#)

2108.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: data structures, implementation

[Egor's solution](#)

2109.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dp

[Egor's solution](#)

2110.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Egor's solution](#)

2111.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: constructive algorithms, math, strings

[Egor's solution](#)

2112.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · Java 8 (first AC) · Tags: dp, implementation, strings

[Egor's solution](#)

2113.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

2114.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: dp, math, number theory, probabilities

[Egor's solution](#)

2115.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · Java 8 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Egor's solution](#)

2116.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Egor's solution](#)

2117.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: graphs

[Egor's solution](#)

2118.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: data structures

[Egor's solution](#)

2119.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · Java 8 (first AC) · Tags: bitmasks, dp

[Egor's solution](#)

2120.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · Java 8 (first AC) · Tags: binary search, constructive algorithms, interactive

[Egor's solution](#)

2121.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2016-04-15 · Java 8 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

2122.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: dp, greedy, strings

[Egor's solution](#)

2123.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: data structures, divide and conquer, greedy

[Egor's solution](#)

2124.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Egor's solution](#)

2125.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-21 · Java 8 (first AC) · Tags: binary search, two pointers

[Egor's solution](#)

2126.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Egor's solution](#)

2127.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings
[Egor's solution](#)

2128.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, data structures, math, sortings
[Egor's solution](#)

2129.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: dfs and similar, dp, math, trees
[Egor's solution](#)

2130.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings
[Egor's solution](#)

2131.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · Java 7 (first AC) · Tags: combinatorics, dp, math, number theory
[Egor's solution](#)

2132.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · Java 8 (first AC) · Tags: data structures, implementation
[Egor's solution](#)

2133.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-03 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Egor's solution](#)

2134.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: bitmasks, greedy
[Egor's solution](#)

2135.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · Java 7 (first AC) · Tags: dfs and similar, geometry, trees
[Egor's solution](#)

2136.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-19 · Java 7 (first AC) · Tags: binary search, greedy, implementation
[Egor's solution](#)

2137.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: graphs, math
[Egor's solution](#)

2138.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: bitmasks, dp, games

[Egor's solution](#)

2139.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2013-10-10 · Java 7 (first AC) · Tags: dp, graph matchings, greedy

[Egor's solution](#)

2140.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · Java 7 (first AC) · Tags: greedy

[Egor's solution](#)

2141.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2013-10-01 · Java 7 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Egor's solution](#)

2142.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: greedy, math

[Egor's solution](#)

2143.

345D

[Chain Letter](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2200 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, dfs and similar, graphs

[Egor's solution](#)

2144.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2013-07-25 · Java 7 (first AC) · Tags: data structures, greedy, sortings

[Egor's solution](#)

2145.

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Egor's solution](#)

2146.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dfs and similar, implementation

[Egor's solution](#)

2147.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: string suffix structures

[Egor's solution](#)

2148.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: flows

[Egor's solution](#)

2149.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: implementation

[Egor's solution](#)

2150.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-10 · Java 7 (first AC) · Tags: implementation, math, probabilities, trees

[Egor's solution](#)

2151.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-04 · Java 7 (first AC) · Tags: bitmasks, dp

[Egor's solution](#)

2152.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2012-11-19 · Java 6 (first AC) · Tags: brute force, graphs

[Egor's solution](#)

2153.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · Java 6 (first AC) · Tags: dfs and similar, implementation

[Egor's solution](#)

2154.

207C2

[Game with Two Trees](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

2155.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-12 · Java 6 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[Egor's solution](#)

2156.

182A

[Battlefield](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2200 · first AC: 2012-04-24 · Java 6 (first AC) · Tags: geometry, graphs, implementation, shortest paths

[Egor's solution](#)

2157.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-03 · Java 6 (first AC) · Tags: *special, dfs and similar, expression parsing

[Egor's solution](#)

2158.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: data structures, math, probabilities

[Egor's solution](#)

2159.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2012-01-18 · Java 6 (first AC) · Tags: data structures, greedy

[Egor's solution](#)

2160.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2011-12-25 · Java 6 (first AC) · Tags: binary search, data structures, probabilities, sortings

[Egor's solution](#)

2161.

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2011-12-02 · Java 6 (first AC) · Tags: constructive algorithms, graphs, greedy

[Egor's solution](#)

2162.

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2011-10-18 · Java 6 (first AC) · Tags: greedy

[Egor's solution](#)

2163.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

2164.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2011-09-08 · Java 6 (first AC) · Tags: brute force, math, number theory

[Egor's solution](#)

2165.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[Egor's solution](#)

2166.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: dsu, graphs, sortings, trees

[Egor's solution](#)

2167.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: dfs and similar, graphs, greedy

[Egor's solution](#)

2168.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2011-03-26 · Java 6 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Egor's solution](#)

2169.

68C

[Synchrophasotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2011-03-18 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

2170.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-03-05 · Java 6 (first AC) · Tags: brute force, dfs and similar, hashing

[Egor's solution](#)

2171.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2011-01-21 · Java 6 (first AC) · Tags: binary search, data structures, sortings

[Egor's solution](#)

2172.

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2010-12-07 · Java 6 (first AC) · Tags: data structures, geometry, sortings

[Egor's solution](#)

2173.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2010-12-07 · Java 6 (first AC) · Tags: brute force

[Egor's solution](#)

2174.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2010-11-18 · Java 6 (first AC) · Tags: brute force, constructive algorithms

[Egor's solution](#)

2175.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2010-09-17 · Java 6 (first AC) · Tags: combinatorics, dp, probabilities

[Egor's solution](#)

2176.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2010-08-02 · Java 6 (first AC) · Tags: hashing, strings

[Egor's solution](#)

2177.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2010-06-24 · Java 6 (first AC) · Tags: greedy, hashing, string suffix structures

[Egor's solution](#)

2178.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2010-05-06 · Java 6 (first AC) · Tags: dp, sortings

[Egor's solution](#)

2179.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2010-04-26 · Java 6 (first AC) · Tags: bitmasks, dp, graphs

[Egor's solution](#)

2180.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2010-04-26 · Java 6 (first AC) · Tags: implementation

[Egor's solution](#)

2181.

7D

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: hashing, strings

[Egor's solution](#)

2182.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · Rust 2024 (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Egor's solution](#)

2183.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Egor's solution](#)

2184.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · Rust 2024 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Egor's solution](#)

2185.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-27 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Egor's solution](#)

2186.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-26 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Egor's solution](#)

2187.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Egor's solution](#)

2188.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2189.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Egor's solution](#)

2190.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Egor's solution](#)

2191.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Egor's solution](#)

2192.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Egor's solution](#)

2193.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Egor's solution](#)

2194.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · Rust 2021 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Egor's solution](#)

2195.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Egor's solution](#)

2196.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

2197.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Egor's solution](#)

2198.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Egor's solution](#)

2199.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Egor's solution](#)

2200.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Egor's solution](#)

2201.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: graphs, math, number theory, shortest paths
[Egor's solution](#)

2202.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · Rust 2021 (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[Egor's solution](#)

2203.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[Egor's solution](#)

2204.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · Rust 2021 (first AC) · Tags: data structures, dp, greedy, math
[Egor's solution](#)

2205.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · Rust 2021 (first AC) · Tags: data structures, greedy
[Egor's solution](#)

2206.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing
[Egor's solution](#)

2207.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · Rust 2021 (first AC) · Tags: combinatorics, dp, implementation, math
[Egor's solution](#)

2208.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
[Egor's solution](#)

2209.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers
[Egor's solution](#)

2210.

1769D3

[A, 3D1001, CT2D0BCaC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-03 · Rust 2021 (first AC) · Tags: *special, brute force
[Egor's solution](#)

2211.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force,

combinatorics, data structures, greedy

[Egor's solution](#)

2212.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · Rust 2021 (first AC) · Tags: graphs, greedy, shortest paths

[Egor's solution](#)

2213.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · Rust 2021 (first AC) · Tags: brute force, data structures, graphs, math

[Egor's solution](#)

2214.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Egor's solution](#)

2215.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Egor's solution](#)

2216.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · Rust 2021 (first AC) · Tags: implementation, math, probabilities

[Egor's solution](#)

2217.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Egor's solution](#)

2218.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Egor's solution](#)

2219.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[Egor's solution](#)

2220.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Egor's solution](#)

2221.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

2222.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Egor's solution](#)

2223.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Egor's solution](#)

2224.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Egor's solution](#)

2225.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Egor's solution](#)

2226.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Egor's solution](#)

2227.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Egor's solution](#)

2228.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Egor's solution](#)

2229.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[Egor's solution](#)

2230.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Egor's solution](#)

2231.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Egor's solution](#)

2232.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Egor's solution](#)

2233.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Egor's solution](#)

2234.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Egor's solution](#)

2235.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Egor's solution](#)

2236.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Egor's solution](#)

2237.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Egor's solution](#)

2238.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Egor's solution](#)

2239.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[Egor's solution](#)

2240.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

2241.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · Java 8 (first AC) · Tags: dp, probabilities

[Egor's solution](#)

2242.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Egor's solution](#)

2243.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Egor's solution](#)

2244.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · Java 8 (first AC) · Tags: constructive algorithms, implementation, strings

[Egor's solution](#)

2245.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · Java 8 (first AC) · Tags: geometry, implementation, math, sortings

[Egor's solution](#)

2246.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · Java 8 (first AC) · Tags: data structures, math, matrices

[Egor's solution](#)

2247.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · Java 8 (first AC) · Tags: dp, sortings

[Egor's solution](#)

2248.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · Java 8 (first AC) · Tags: math, number theory, probabilities

[Egor's solution](#)

2249.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Egor's solution](#)

2250.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · Java 8 (first AC) · Tags: dp, greedy, number theory

[Egor's solution](#)

2251.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Egor's solution](#)

2252.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: flows, graph matchings

[Egor's solution](#)

2253.

470H

[Array Sorting](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Egor's solution](#)

2254.

470G

[Hamming Distance](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Egor's solution](#)

2255.

470F

[Pairwise Sums](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Egor's solution](#)

2256.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-07-06 · Java 7 (first AC) · Tags: probabilities

[Egor's solution](#)

2257.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: data structures, dp

[Egor's solution](#)

2258.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: binary search, data structures, hashing

[Egor's solution](#)

2259.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · Java 7 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Egor's solution](#)

2260.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2261.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2014-01-20 · Java 7 (first AC) · Tags: dp

[Egor's solution](#)

2262.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · Java 7 (first AC) · Tags: dp, games

[Egor's solution](#)

2263.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: flows, graph matchings

[Egor's solution](#)

2264.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

2265.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: dp

[Egor's solution](#)

2266.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: brute force, dp

[Egor's solution](#)

2267.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · Java 6 (first AC) · Tags: constructive algorithms, geometry

[Egor's solution](#)

2268.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2013-01-28 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

2269.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2013-01-22 · Java 6 (first AC) · Tags: string suffix structures

[Egor's solution](#)

2270.

241F

[Race](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2300 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

2271.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-07-30 · Java 6 (first AC) · Tags: constructive algorithms, geometry

[Egor's solution](#)

2272.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2012-07-16 · Java 6 (first AC) · Tags: bitmasks, hashing, implementation

[Egor's solution](#)

2273.

207D8

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 2300 · first AC: 2012-07-08 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

2274.

177F2

[Script Generation](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2300 · first AC: 2012-04-21 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

2275.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · Java 6 (first AC) · Tags: games, math

[Egor's solution](#)

2276.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: graphs, hashing, sortings

[Egor's solution](#)

2277.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2012-02-10 · Java 6 (first AC) · Tags: string suffix structures, strings

[Egor's solution](#)

2278.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: brute force, dp

[Egor's solution](#)

2279.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2011-11-09 · Java 6 (first AC) · Tags: dp, math

[Egor's solution](#)

2280.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2011-09-03 · Java 6 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2281.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: combinatorics, dsu, graphs

[Egor's solution](#)

2282.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · Java 6 (first AC) · Tags: dp, expression parsing, graphs, implementation

[Egor's solution](#)

2283.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-16 · Java 6 (first AC) · Tags: brute force, data structures, implementation

[Egor's solution](#)

2284.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[Egor's solution](#)

2285.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, brute force, data structures,

implementation

[Egor's solution](#)

2286.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2011-04-27 · Java 6 (first AC) · Tags: flows, graphs, shortest paths

[Egor's solution](#)

2287.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2011-04-19 · Java 6 (first AC) · Tags: dp, implementation

[Egor's solution](#)

2288.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2011-04-12 · Java 6 (first AC) · Tags: binary search, data structures, dp

[Egor's solution](#)

2289.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2011-02-25 · last AC: 2011-02-25 · Java 6 (first AC) · Tags: geometry, implementation, sortings

[Egor's solution](#)

2290.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2011-02-25 · Java 6 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

2291.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-20 · Java 6 (first AC) · Tags: math

[Egor's solution](#)

2292.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2010-12-17 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

2293.

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2010-11-29 · Java 6 (first AC) · Tags: brute force, implementation, two pointers

[Egor's solution](#)

2294.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2010-11-18 · Java 6 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

2295.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2010-10-25 · Java 6 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

2296.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2010-07-26 · last AC: 2010-07-28 · Java 6 (first AC) · Tags: binary search

[Egor's solution](#)

2297.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2010-06-29 · Java 6 (first AC) · Tags: dfs and similar, graphs, trees

[Egor's solution](#)

2298.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · Rust 2024 (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Egor's solution](#)

2299.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · Rust 2024 (first AC) · Tags: combinatorics, math, probabilities

[Egor's solution](#)

2300.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Egor's solution](#)

2301.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · Rust 2024 (first AC) · Tags: combinatorics, implementation, math

[Egor's solution](#)

2302.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Egor's solution](#)

2303.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Egor's solution](#)

2304.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

2305.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Egor's solution](#)

2306.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Egor's solution](#)

2307.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Egor's solution](#)

2308.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Egor's solution](#)

2309.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: math, sortings

[Egor's solution](#)

2310.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, math

[Egor's solution](#)

2311.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · Rust 2021 (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Egor's solution](#)

2312.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Egor's solution](#)

2313.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · Rust 2021 (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Egor's solution](#)

2314.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Egor's solution](#)

2315.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · Rust 2021 (first AC) · Tags: binary search, dp, implementation, math

[Egor's solution](#)

2316.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation

[Egor's solution](#)

2317.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Egor's solution](#)

2318.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · Rust 2021 (first AC) · Tags: dp, greedy, sortings

[Egor's solution](#)

2319.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Egor's solution](#)

2320.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: combinatorics, fft, math

[Egor's solution](#)

2321.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Egor's solution](#)

2322.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · Rust 2021 (first AC) · Tags: data structures, greedy, math, number theory

[Egor's solution](#)

2323.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Egor's solution](#)

2324.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

2325.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation

[Egor's solution](#)

2326.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Egor's solution](#)

2327.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Egor's solution](#)

2328.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · Rust 2021 (first AC) · Tags: combinatorics, dp, games, math

[Egor's solution](#)

2329.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Egor's solution](#)

2330.

1591E

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

Rating: 2400 · first AC: 2021-12-14 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Egor's solution](#)

2331.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Egor's solution](#)

2332.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

2333.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Egor's solution](#)

2334.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Egor's solution](#)

2335.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[Egor's solution](#)

2336.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Egor's solution](#)

2337.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Egor's solution](#)

2338.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Egor's solution](#)

2339.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Egor's solution](#)

2340.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Egor's solution](#)

2341.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Egor's solution](#)

2342.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Egor's solution](#)

2343.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Egor's solution](#)

2344.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Egor's solution](#)

2345.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Egor's solution](#)

2346.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Egor's solution](#)

2347.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Egor's solution](#)

2348.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Egor's solution](#)

2349.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Egor's solution](#)

2350.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Egor's solution](#)

2351.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: dp, math

[Egor's solution](#)

2352.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · Java 8 (first AC) · Tags: geometry

[Egor's solution](#)

2353.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: greedy, implementation, strings

[Egor's solution](#)

2354.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · Java 8 (first AC) · Tags: constructive algorithms, implementation, math

[Egor's solution](#)

2355.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · Java 8 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

2356.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Egor's solution](#)

2357.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · Java 8 (first AC) · Tags: dp, graphs, shortest paths

[Egor's solution](#)

2358.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · Java 8 (first AC) · Tags: binary search, dp, greedy

[Egor's solution](#)

2359.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Egor's solution](#)

2360.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Egor's solution](#)

2361.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: bitmasks, dp, math, probabilities

[Egor's solution](#)

2362.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · Java 8 (first AC) · Tags: bitmasks, math, matrices, probabilities

[Egor's solution](#)

2363.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: data structures, greedy, sortings

[Egor's solution](#)

2364.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · Java 8 (first AC) · Tags: geometry

[Egor's solution](#)

2365.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · Java 8 (first AC) · Tags: number theory

[Egor's solution](#)

2366.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: data structures, sortings

[Egor's solution](#)

2367.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: data structures, sortings

[Egor's solution](#)

2368.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · last AC: 2015-02-07 · Java 8 (first AC) · Tags: dfs and similar

[Egor's solution](#)

2369.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · Java 8 (first AC) · Tags: data structures, dp, number theory

[Egor's solution](#)

2370.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · Java 8 (first AC) · Tags: dp, probabilities, two pointers

[Egor's solution](#)

2371.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · Java 8 (first AC) · Tags: data structures, dp, greedy

[Egor's solution](#)

2372.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · Java 7 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Egor's solution](#)

2373.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · Java 7 (first AC) · Tags: constructive algorithms, dp, math

[Egor's solution](#)

2374.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: graphs, implementation

[Egor's solution](#)

2375.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: data structures, divide and conquer, trees

[Egor's solution](#)

2376.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2013-12-24 · Java 7 (first AC) · Tags: data structures, dfs and similar, trees

[Egor's solution](#)

2377.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: bitmasks, dfs and similar

[Egor's solution](#)

2378.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2013-10-01 · Java 7 (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[Egor's solution](#)

2379.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: dp, greedy, implementation

[Egor's solution](#)

2380.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2013-07-24 · Java 7 (first AC) · Tags: graphs, math

[Egor's solution](#)

2381.

324D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Rating: 2400 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

2382.

324C2

[The Great Julya Calendar](#) · [Tutorial](#)

Rating: 2400 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

2383.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2013-06-12 · Java 7 (first AC) · Tags: string suffix structures

[Egor's solution](#)

2384.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: brute force, math, number theory

[Egor's solution](#)

2385.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2013-04-19 · Java 7 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

2386.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-11 · Java 7 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2387.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2013-03-17 · Java 7 (first AC) · Tags: dp, math, number theory

[Egor's solution](#)

2388.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-02-28 · Java 6 (first AC) · Tags: flows, trees

[Egor's solution](#)

2389.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · Java 6 (first AC) · Tags: games, implementation

[Egor's solution](#)

2390.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2013-01-22 · Java 6 (first AC) · Tags: graphs, math, shortest paths

[Egor's solution](#)

2391.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-16 · Java 6 (first AC) · Tags: data structures

[Egor's solution](#)

2392.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-09-24 · Java 6 (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Egor's solution](#)

2393.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2012-09-01 · Java 6 (first AC) · Tags: data structures, two pointers

[Egor's solution](#)

2394.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2012-07-11 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

2395.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-06-22 · Java 6 (first AC) · Tags: binary search, geometry

[Egor's solution](#)

2396.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2012-06-03 · Java 6 (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Egor's solution](#)

2397.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2400 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: brute force, dp, math, probabilities

[Egor's solution](#)

2398.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-04-08 · Java 6 (first AC) · Tags: flows, graphs

[Egor's solution](#)

2399.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · Java 6 (first AC) · Tags: divide and conquer

[Egor's solution](#)

2400.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2012-02-24 · Java 6 (first AC) · Tags: games, math

[Egor's solution](#)

2401.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2012-01-22 · Java 6 (first AC) · Tags: data structures

[Egor's solution](#)

2402.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: data structures, dp

[Egor's solution](#)

2403.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-23 · Java 6 (first AC) · Tags: bitmasks, dp

[Egor's solution](#)

2404.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

2405.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2011-07-15 · Java 6 (first AC) · Tags: binary search, graphs, math, shortest paths

[Egor's solution](#)

2406.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2011-04-15 · last AC: 2011-04-15 · Java 6 (first AC) · Tags: data structures

[Egor's solution](#)

2407.

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2011-04-13 · Java 6 (first AC) · Tags: geometry, shortest paths

[Egor's solution](#)

2408.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2011-04-10 · Java 6 (first AC) · Tags: math, number theory

[Egor's solution](#)

2409.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2010-12-28 · Java 6 (first AC) · Tags: combinatorics, graphs, matrices

[Egor's solution](#)

2410.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2010-08-16 · Java 6 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

2411.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2010-07-26 · Java 6 (first AC) · Tags: dp, math, probabilities

[Egor's solution](#)

2412.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2010-06-28 · Java 6 (first AC) · Tags: bitmasks, graph matchings, graphs

[Egor's solution](#)

2413.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Egor's solution](#)

2414.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · Rust 2024 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Egor's solution](#)

2415.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Egor's solution](#)

2416.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Egor's solution](#)

2417.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · Rust 2021 (first AC) · Tags: data structures, implementation, sortings, two pointers

[Egor's solution](#)

2418.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Egor's solution](#)

2419.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Egor's solution](#)

2420.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Egor's solution](#)

2421.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, sortings

[Egor's solution](#)

2422.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · Rust 2021 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Egor's solution](#)

2423.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Egor's solution](#)

2424.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: dp, greedy, implementation

[Egor's solution](#)

2425.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Egor's solution](#)

2426.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Egor's solution](#)

2427.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · Rust 2021 (first AC) · Tags: combinatorics, math, probabilities

[Egor's solution](#)

2428.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Egor's solution](#)

2429.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · Rust 2021 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Egor's solution](#)

2430.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, greedy, math

[Egor's solution](#)

2431.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Egor's solution](#)

2432.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, probabilities

[Egor's solution](#)

2433.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Egor's solution](#)

2434.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Egor's solution](#)

2435.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Egor's solution](#)

2436.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Egor's solution](#)

2437.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Egor's solution](#)

2438.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, data structures, dp

[Egor's solution](#)

2439.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Egor's solution](#)

2440.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[Egor's solution](#)

2441.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Egor's solution](#)

2442.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Egor's solution](#)

2443.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Egor's solution](#)

2444.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Egor's solution](#)

2445.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Egor's solution](#)

2446.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Egor's solution](#)

2447.

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

[Egor's solution](#)

2448.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Egor's solution](#)

2449.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Egor's solution](#)

2450.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · Java 8 (first AC) · Tags: flows, graph matchings, graphs

[Egor's solution](#)

2451.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · Java 8 (first AC) · Tags: bitmasks, combinatorics, number theory

[Egor's solution](#)

2452.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · Java 8 (first AC) · Tags: combinatorics, data structures, math

[Egor's solution](#)

2453.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · Java 8 (first AC) · Tags: data structures, probabilities

[Egor's solution](#)

2454.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, number theory

[Egor's solution](#)

2455.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · Java 8 (first AC) · Tags: data structures

[Egor's solution](#)

2456.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · Java 8 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Egor's solution](#)

2457.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · Java 8 (first AC) · Tags: combinatorics, math, number theory

[Egor's solution](#)

2458.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: data structures, geometry

[Egor's solution](#)

2459.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · Java 8 (first AC) · Tags: constructive algorithms, math

[Egor's solution](#)

2460.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: binary search, implementation

[Egor's solution](#)

2461.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · Java 8 (first AC) · Tags: data structures, dfs and similar

[Egor's solution](#)

2462.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Egor's solution](#)

2463.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · Java 8 (first AC) · Tags: implementation, math

[Egor's solution](#)

2464.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-06 · Java 8 (first AC) · Tags: binary search, hashing, strings, two pointers

[Egor's solution](#)

2465.

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-05-24 · Java 7 (first AC) · Tags: dp

[Egor's solution](#)

2466.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-27 · Java 7 (first AC) · Tags: dp

[Egor's solution](#)

2467.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-03-30 · Java 7 (first AC) · Tags: brute force, combinatorics, implementation, math

[Egor's solution](#)

2468.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: combinatorics, math

[Egor's solution](#)

2469.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · Java 7 (first AC) · Tags: geometry, schedules, sortings

[Egor's solution](#)

2470.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2013-11-10 · Java 7 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2471.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2013-10-04 · Java 7 (first AC) · Tags: dp, matrices

[Egor's solution](#)

2472.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2013-09-27 · Java 7 (first AC) · Tags: dp, matrices

[Egor's solution](#)

2473.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Egor's solution](#)

2474.

324C3

[The Great Julya Calendar](#) · [Tutorial](#)

Rating: 2500 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

2475.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-07 · Java 7 (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[Egor's solution](#)

2476.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2013-04-19 · Java 7 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

2477.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2013-01-22 · Java 6 (first AC) · Tags: data structures, math

[Egor's solution](#)

2478.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2013-01-20 · Java 6 (first AC) · Tags: dp, two pointers

[Egor's solution](#)

2479.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2013-01-16 · Java 6 (first AC) · Tags: brute force, data structures, dp

[Egor's solution](#)

2480.

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2012-08-31 · Java 6 (first AC) · Tags: geometry, math

[Egor's solution](#)

2481.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2012-07-16 · Java 6 (first AC) · Tags: binary search, data structures, dsu

[Egor's solution](#)

2482.

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2012-03-23 · Java 6 (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[Egor's solution](#)

2483.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2012-03-01 · Java 6 (first AC) · Tags: combinatorics, graphs

[Egor's solution](#)

2484.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2011-12-24 · Java 6 (first AC) · Tags: dp, games

[Egor's solution](#)

2485.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2011-12-10 · Java 6 (first AC) · Tags: brute force, dfs and similar, implementation

[Egor's solution](#)

2486.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: binary search, implementation, two pointers

[Egor's solution](#)

2487.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2011-10-14 · Java 6 (first AC) · Tags: hashing, strings

[Egor's solution](#)

2488.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-23 · Java 6 (first AC) · Tags: divide and conquer, math

[Egor's solution](#)

2489.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: dp, math, matrices

[Egor's solution](#)

2490.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: brute force, implementation

[Egor's solution](#)

2491.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: data structures, geometry

[Egor's solution](#)

2492.

89D

[Space mines](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2500 · first AC: 2011-06-16 · Java 6 (first AC) · Tags: geometry

[Egor's solution](#)

2493.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2011-03-18 · Java 6 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[Egor's solution](#)

2494.

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2011-03-13 · Java 6 (first AC) · Tags: geometry

[Egor's solution](#)

2495.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: brute force, dsu, math

[Egor's solution](#)

2496.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2011-01-25 · Java 6 (first AC) · Tags: dp, math

[Egor's solution](#)

2497.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2011-01-14 · Java 6 (first AC) · Tags: geometry, two pointers

[Egor's solution](#)

2498.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · Rust 2024 (first AC) · Tags: bitmasks, dp, math

[Egor's solution](#)

2499.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · Rust 2024 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Egor's solution](#)

2500.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Egor's solution](#)

2501.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Egor's solution](#)

2502.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Egor's solution](#)

2503.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · Rust 2021 (first AC) · Tags: dp, games

[Egor's solution](#)

2504.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Egor's solution](#)

2505.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Egor's solution](#)

2506.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Egor's solution](#)

2507.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Egor's solution](#)

2508.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[Egor's solution](#)

2509.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Egor's solution](#)

2510.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy

[Egor's solution](#)

2511.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · Rust 2021 (first AC) · Tags: bitmasks, dp, math

[Egor's solution](#)

2512.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

2513.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-11 · Rust 2021 (first AC) · Tags: dp, greedy

[Egor's solution](#)

2514.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: data structures, two pointers

[Egor's solution](#)

2515.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Egor's solution](#)

2516.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, probabilities

[Egor's solution](#)

2517.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Egor's solution](#)

2518.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Egor's solution](#)

2519.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[Egor's solution](#)

2520.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Egor's solution](#)

2521.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Egor's solution](#)

2522.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Egor's solution](#)

2523.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[Egor's solution](#)

2524.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Egor's solution](#)

2525.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Egor's solution](#)

2526.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Egor's solution](#)

2527.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Egor's solution](#)

2528.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Egor's solution](#)

2529.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2530.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

2531.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Egor's solution](#)

2532.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: data structures, trees

[Egor's solution](#)

2533.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-17 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Egor's solution](#)

2534.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: bitmasks, dp, greedy

[Egor's solution](#)

2535.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Egor's solution](#)

2536.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-26 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Egor's solution](#)

2537.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2015-12-25 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

2538.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-11 · Java 8 (first AC) · Tags: 2-sat, greedy

[Egor's solution](#)

2539.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-07-30 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Egor's solution](#)

2540.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: graphs, shortest paths

[Egor's solution](#)

2541.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

2542.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: constructive algorithms, data structures

[Egor's solution](#)

2543.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2014-10-19 · Java 8 (first AC) · Tags: dp, graphs

[Egor's solution](#)

2544.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-19 · Java 8 (first AC) · Tags: data structures, trees

[Egor's solution](#)

2545.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2014-01-12 · Java 7 (first AC) · Tags: data structures

[Egor's solution](#)

2546.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2013-12-24 · Java 7 (first AC) · Tags: bitmasks, shortest paths

[Egor's solution](#)

2547.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Egor's solution](#)

2548.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2013-11-10 · Java 7 (first AC) · Tags: number theory

[Egor's solution](#)

2549.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2013-09-20 · Java 7 (first AC) · Tags: dp, graphs, shortest paths

[Egor's solution](#)

2550.

325C

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

Quality: 449 global accepts · Rating: 2600 · first AC: 2013-07-13 · Java 7 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Egor's solution](#)

2551.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2013-06-28 · Java 7 (first AC) · Tags: data structures, divide and conquer, dp

[Egor's solution](#)

2552.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: data structures, sortings

[Egor's solution](#)

2553.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · Java 6 (first AC) · Tags: data structures, dp, graphs, sortings

[Egor's solution](#)

2554.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2013-01-13 · Java 6 (first AC) · Tags: dp

[Egor's solution](#)

2555.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2012-12-22 · Java 6 (first AC) · Tags: dp, math, probabilities

[Egor's solution](#)

2556.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: graphs, shortest paths

[Egor's solution](#)

2557.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2012-10-21 · Java 6 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Egor's solution](#)

2558.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2012-10-16 · Java 6 (first AC) · Tags: data structures

[Egor's solution](#)

2559.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2012-10-01 · Java 6 (first AC) · Tags: combinatorics, dp, math, probabilities

[Egor's solution](#)

2560.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-08-18 · Java 6 (first AC) · Tags: divide and conquer, dp, expression parsing

[Egor's solution](#)

2561.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2012-05-04 · Java 6 (first AC) · Tags: math, number theory

[Egor's solution](#)

2562.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2012-04-14 · Java 6 (first AC) · Tags: brute force, dp, geometry, greedy

[Egor's solution](#)

2563.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2012-02-17 · Java 6 (first AC) · Tags: dp, strings

[Egor's solution](#)

2564.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2012-01-12 · Java 6 (first AC) · Tags: games

[Egor's solution](#)

2565.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2566.

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2012-01-04 · Java 6 (first AC) · Tags: geometry, sortings

[Egor's solution](#)

2567.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2011-09-15 · Java 6 (first AC) · Tags: dp, expression parsing

[Egor's solution](#)

2568.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2011-06-20 · Java 6 (first AC) · Tags: constructive algorithms, graphs, greedy

[Egor's solution](#)

2569.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2011-02-19 · Java 6 (first AC) · Tags: math, matrices

[Egor's solution](#)

2570.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2010-09-24 · Java 6 (first AC) · Tags: geometry, greedy

[Egor's solution](#)

2571.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2010-05-29 · last AC: 2010-05-29 · Java 6 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2572.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2010-04-01 · Java 6 (first AC) · Tags: dp, expression parsing, implementation

[Egor's solution](#)

2573.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · Rust 2024 (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Egor's solution](#)

2574.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Egor's solution](#)

2575.

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, dsu, graphs

[Egor's solution](#)

2576.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Egor's solution](#)

2577.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Egor's solution](#)

2578.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Egor's solution](#)

2579.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Egor's solution](#)

2580.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · Rust 2021 (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Egor's solution](#)

2581.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-14 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Egor's solution](#)

2582.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · Rust 2021 (first AC) · Tags: data structures, dp, implementation

[Egor's solution](#)

2583.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation

[Egor's solution](#)

2584.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · Rust 2021 (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Egor's solution](#)

2585.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · Rust 2021 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Egor's solution](#)

2586.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, trees

[Egor's solution](#)

2587.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Egor's solution](#)

2588.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Egor's solution](#)

2589.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation

[Egor's solution](#)

2590.

1617E

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

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

[Egor's solution](#)

2591.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Egor's solution](#)

2592.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Egor's solution](#)

2593.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Egor's solution](#)

2594.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Egor's solution](#)

2595.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Egor's solution](#)

2596.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Egor's solution](#)

2597.

1346H

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

Quality: 61 global accepts · Rating: 2700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, games

[Egor's solution](#)

2598.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Egor's solution](#)

2599.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Egor's solution](#)

2600.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Egor's solution](#)

2601.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Egor's solution](#)**2602.**

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Egor's solution](#)**2603.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: data structures, probabilities, trees

[Egor's solution](#)**2604.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · Java 8 (first AC) · Tags: data structures, dp, trees

[Egor's solution](#)**2605.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms

[Egor's solution](#)**2606.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Egor's solution](#)**2607.**

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-19 · Java 8 (first AC) · Tags: geometry

[Egor's solution](#)**2608.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · Java 8 (first AC) · Tags: constructive algorithms, implementation, matrices

[Egor's solution](#)**2609.**

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · Java 8 (first AC) · Tags: geometry, graphs

[Egor's solution](#)**2610.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · Java 8 (first AC) · Tags: greedy, math, probabilities

[Egor's solution](#)**2611.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · Java 8 (first AC) · Tags: probabilities, shortest paths

[Egor's solution](#)

2612.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-09-16 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[Egor's solution](#)

2613.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · Java 8 (first AC) · Tags: dp, greedy
[Egor's solution](#)

2614.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[Egor's solution](#)

2615.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · last AC: 2015-02-07 · Java 8 (first AC) · Tags: flows
[Egor's solution](#)

2616.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: dp
[Egor's solution](#)

2617.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-24 · Java 8 (first AC) · Tags: dp, matrices
[Egor's solution](#)

2618.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, trees
[Egor's solution](#)

2619.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-11-21 · Java 8 (first AC) · Tags: data structures
[Egor's solution](#)

2620.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-13 · Java 8 (first AC) · Tags: dp, strings
[Egor's solution](#)

2621.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: constructive algorithms, math, matrices
[Egor's solution](#)

2622.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-06 · Java 8 (first AC) · Tags: binary search, dsu, trees
[Egor's solution](#)

2623.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2014-02-03 · Java 7 (first AC) · Tags: math

[Egor's solution](#)

2624.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2013-11-26 · Java 7 (first AC) · Tags: combinatorics, dp

[Egor's solution](#)

2625.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2013-10-15 · Java 7 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Egor's solution](#)

2626.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2013-10-04 · Java 7 (first AC) · Tags: data structures

[Egor's solution](#)

2627.

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2013-08-09 · Java 7 (first AC) · Tags: bitmasks, combinatorics, dp, implementation

[Egor's solution](#)

2628.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2013-07-27 · Java 7 (first AC) · Tags: brute force, constructive algorithms

[Egor's solution](#)

2629.

308D

[Tennis Rackets](#) · [Tutorial](#)

Rating: 2700 · first AC: 2013-05-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

2630.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: geometry, math, probabilities, two pointers

[Egor's solution](#)

2631.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: brute force, combinatorics

[Egor's solution](#)

2632.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2012-12-06 · Java 6 (first AC) · Tags: bitmasks, math

[Egor's solution](#)

2633.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2012-11-16 · Java 6 (first AC) · Tags: data structures, dp, geometry, two pointers

[Egor's solution](#)

2634.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2012-11-01 · Java 6 (first AC) · Tags: binary search, bitmasks, data structures, math
[Egor's solution](#)

2635.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2012-07-30 · last AC: 2012-07-30 · Java 6 (first AC) · Tags: data structures, hashing, strings
[Egor's solution](#)

2636.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2011-03-26 · Java 6 (first AC) · Tags: data structures, geometry
[Egor's solution](#)

2637.

54E

[Vacuum Bots](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2011-01-11 · Java 6 (first AC) · Tags: geometry
[Egor's solution](#)

2638.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-23 · Rust 2024 (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees
[Egor's solution](#)

2639.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...
[Egor's solution](#)

2640.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, data structures, geometry, sortings
[Egor's solution](#)

2641.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · Rust 2021 (first AC) · Tags: dfs and similar, graphs, implementation, trees
[Egor's solution](#)

2642.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: data structures, dp, greedy
[Egor's solution](#)

2643.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, math
[Egor's solution](#)

2644.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs,

greedy, math, trees

[Egor's solution](#)

2645.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Egor's solution](#)

2646.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · Rust 2021 (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Egor's solution](#)

2647.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · Rust 2021 (first AC) · Tags: combinatorics, dp, graphs, math

[Egor's solution](#)

2648.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · Rust 2021 (first AC) · Tags: brute force, dp, trees

[Egor's solution](#)

2649.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Egor's solution](#)

2650.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · Rust 2021 (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Egor's solution](#)

2651.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[Egor's solution](#)

2652.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Egor's solution](#)

2653.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Egor's solution](#)

2654.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Egor's solution](#)

2655.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Egor's solution](#)

2656.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[Egor's solution](#)

2657.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Egor's solution](#)

2658.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Egor's solution](#)

2659.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Egor's solution](#)

2660.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Egor's solution](#)

2661.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[Egor's solution](#)

2662.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Egor's solution](#)

2663.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[Egor's solution](#)

2664.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[Egor's solution](#)

2665.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: greedy, math, number theory

[Egor's solution](#)

2666.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · Java 8 (first AC) · Tags: dp

[Egor's solution](#)

2667.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · Java 8 (first AC) · Tags: binary search, data structures, trees

[Egor's solution](#)

2668.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · Java 8 (first AC) · Tags: data structures, graphs, shortest paths

[Egor's solution](#)

2669.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Egor's solution](#)

2670.

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: —

[Egor's solution](#)

2671.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-01-21 · Java 8 (first AC) · Tags: data structures, strings, trees

[Egor's solution](#)

2672.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · Java 8 (first AC) · Tags: data structures, divide and conquer

[Egor's solution](#)

2673.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-02 · Java 8 (first AC) · Tags: greedy

[Egor's solution](#)

2674.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-07 · Java 7 (first AC) · Tags: flows

[Egor's solution](#)

2675.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2014-09-28 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

2676.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2014-08-26 · Java 8 (first AC) · Tags: dsu, math

[Egor's solution](#)

2677.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2013-12-29 · Java 7 (first AC) · Tags: dp, geometry

[Egor's solution](#)

2678.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: graphs, greedy, shortest paths

[Egor's solution](#)

2679.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2013-09-27 · Java 7 (first AC) · Tags: dfs and similar, dp, trees

[Egor's solution](#)

2680.

335E

[Counting Skyscrapers](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2800 · first AC: 2013-08-03 · Java 7 (first AC) · Tags: dp, math, probabilities

[Egor's solution](#)

2681.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2013-06-23 · Java 7 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Egor's solution](#)

2682.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2013-03-23 · Java 7 (first AC) · Tags: constructive algorithms, fft, math

[Egor's solution](#)

2683.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2013-02-28 · Java 6 (first AC) · Tags: dp, probabilities

[Egor's solution](#)

2684.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2012-05-10 · Java 6 (first AC) · Tags: data structures

[Egor's solution](#)

2685.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2011-05-13 · Java 6 (first AC) · Tags: bitmasks, dp

[Egor's solution](#)

2686.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Egor's solution](#)

2687.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · Rust 2024 (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Egor's solution](#)

2688.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-17 · Rust 2024 (first AC) · Tags: dp

[Egor's solution](#)

2689.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy

[Egor's solution](#)

2690.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Egor's solution](#)

2691.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Egor's solution](#)

2692.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, interactive

[Egor's solution](#)

2693.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy, math

[Egor's solution](#)

2694.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy

[Egor's solution](#)

2695.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · Rust 2021 (first AC) · Tags: binary search, math

[Egor's solution](#)

2696.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · Rust 2021 (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Egor's solution](#)

2697.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, graphs, greedy,

shortest paths, trees

[Egor's solution](#)

2698.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · Rust 2021 (first AC) · Tags: combinatorics, math, number theory, probabilities

[Egor's solution](#)

2699.

1571H

[Laser Beams](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 2900 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, geometry, probabilities

[Egor's solution](#)

2700.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Egor's solution](#)

2701.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Egor's solution](#)

2702.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[Egor's solution](#)

2703.

1346I

[Pac-Man 2.0](#) · [Tutorial](#)

Quality: 54 global accepts · Rating: 2900 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp

[Egor's solution](#)

2704.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

2705.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Egor's solution](#)

2706.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · Java 8 (first AC) · Tags: constructive algorithms

[Egor's solution](#)

2707.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · Java 8 (first AC) · Tags: brute force

[Egor's solution](#)

2708.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-01-29 · Java 8 (first AC) · Tags: combinatorics, dp, matrices

[Egor's solution](#)

2709.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · Java 8 (first AC) · Tags: bitmasks, combinatorics, dp

[Egor's solution](#)

2710.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2016-09-23 · Java 8 (first AC) · Tags: dp, hashing, trees

[Egor's solution](#)

2711.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-29 · Java 8 (first AC) · Tags: dfs and similar, graphs

[Egor's solution](#)

2712.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-02 · Java 8 (first AC) · Tags: constructive algorithms, divide and conquer

[Egor's solution](#)

2713.

324E1

[Deja Vu](#) · [Tutorial](#)

Rating: 2900 · first AC: 2013-07-17 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

2714.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · Rust 2024 (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Egor's solution](#)

2715.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · last AC: 2025-08-26 · Rust 2021 (first AC) · Tags: data structures, graphs, sortings

[Egor's solution](#)

2716.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: dp, greedy, math

[Egor's solution](#)

2717.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: fft, greedy, math, strings

[Egor's solution](#)

2718.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Egor's solution](#)

2719.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · last AC: 2022-01-03 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Egor's solution](#)

2720.

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Egor's solution](#)

2721.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Egor's solution](#)

2722.

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Egor's solution](#)

2723.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Egor's solution](#)

2724.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · Java 8 (first AC) · Tags: brute force, dp, graphs, greedy

[Egor's solution](#)

2725.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · Java 8 (first AC) · Tags: dp, interactive

[Egor's solution](#)

2726.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2018-07-13 · Java 8 (first AC) · Tags: binary search, interactive

[Egor's solution](#)

2727.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2016-11-23 · Java 8 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Egor's solution](#)

2728.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2016-07-19 · Java 8 (first AC) · Tags: combinatorics, number theory

[Egor's solution](#)

2729.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: two pointers

[Egor's solution](#)

2730.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-01-29 · Java 8 (first AC) · Tags: constructive algorithms, two pointers

[Egor's solution](#)

2731.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2014-06-13 · Java 8 (first AC) · Tags: brute force, data structures, dp

[Egor's solution](#)

2732.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2013-12-13 · Java 7 (first AC) · Tags: combinatorics, geometry

[Egor's solution](#)

2733.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2013-10-15 · Java 7 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Egor's solution](#)

2734.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · Rust 2021 (first AC) · Tags: dp, math, probabilities

[Egor's solution](#)

2735.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · Rust 2021 (first AC) · Tags: dp, greedy, math

[Egor's solution](#)

2736.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-24 · Rust 2021 (first AC) · Tags: greedy, math

[Egor's solution](#)

2737.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · Rust 2021 (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Egor's solution](#)

2738.

1488I

[Demonic Invasion](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3100 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, flows

[Egor's solution](#)

2739.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[Egor's solution](#)

2740.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices,

probabilities

[Egor's solution](#)

2741.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: constructive algorithms, games, trees

[Egor's solution](#)

2742.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-30 · Java 8 (first AC) · Tags: fft, math

[Egor's solution](#)

2743.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: data structures, dp, greedy, math

[Egor's solution](#)

2744.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2015-08-22 · Java 8 (first AC) · Tags: binary search, data structures, dsu, trees

[Egor's solution](#)

2745.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2014-08-02 · Java 8 (first AC) · Tags: data structures

[Egor's solution](#)

2746.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2014-06-01 · Java 8 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Egor's solution](#)

2747.

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2014-02-04 · Java 7 (first AC) · Tags: geometry

[Egor's solution](#)

2748.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-23 · Rust 2024 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[Egor's solution](#)

2749.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · Rust 2021 (first AC) · Tags: data structures, dp, matrices

[Egor's solution](#)

2750.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · Rust 2021 (first AC) · Tags: binary search, dp, games, greedy, trees

[Egor's solution](#)

2751.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, math, matrices
[Egor's solution](#)

2752.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · Rust 2021 (first AC) · Tags: data structures, dp, math
[Egor's solution](#)

2753.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[Egor's solution](#)

2754.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[Egor's solution](#)

2755.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[Egor's solution](#)

2756.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2015-12-30 · Java 8 (first AC) · Tags: constructive algorithms, flows, graphs
[Egor's solution](#)

2757.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2015-10-12 · Java 8 (first AC) · Tags: dp, implementation, strings
[Egor's solution](#)

2758.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[Egor's solution](#)

2759.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, implementation
[Egor's solution](#)

2760.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers
[Egor's solution](#)

2761.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Egor's solution](#)

2762.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Egor's solution](#)

2763.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[Egor's solution](#)

2764.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-29 · last AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Egor's solution](#)

2765.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2018-05-30 · Java 8 (first AC) · Tags: graphs, math, number theory, shortest paths

[Egor's solution](#)

2766.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-16 · Rust 2021 (first AC) · Tags: binary search, greedy, two pointers

[Egor's solution](#)

2767.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Egor's solution](#)

2768.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Egor's solution](#)

2769.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · Rust 2021 (first AC) · Tags: flows, graph matchings, graphs

[Egor's solution](#)

2770.

2053H

[Delicate Anti-monotonous Operations](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: 3500 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation

[Egor's solution](#)

2771.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[Egor's solution](#)

2772.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Egor's solution](#)

2773.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Egor's solution](#)

2774.

2222D

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

Quality: 3,174 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: constructive algorithms, data structures, sortings

[Egor's solution](#)

2775.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: dp, math

[Egor's solution](#)

2776.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,259 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: greedy, sortings

[Egor's solution](#)

2777.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · Rust 2024 (first AC) · Tags: brute force, dp, math

[Egor's solution](#)

2778.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · Rust 2024 (first AC) · Tags: constructive algorithms, geometry, math

[Egor's solution](#)

2779.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,597 global accepts · Rating: — · first AC: 2026-04-21 · Rust 2024 (first AC) · Tags: bitmasks, brute force, math

[Egor's solution](#)

2780.

2225B

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

Quality: 14,109 global accepts · Rating: — · first AC: 2026-04-21 · Rust 2024 (first AC) · Tags: brute force, greedy

[Egor's solution](#)

2781.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,306 global accepts · Rating: — · first AC: 2026-04-21 · Rust 2024 (first AC) · Tags: dp, greedy

[Egor's solution](#)

2782.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: — · first AC: 2026-04-21 · Rust 2024 (first AC) · Tags: greedy, math

[Egor's solution](#)

2783.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-14 · Rust 2024 (first AC) · Tags: data structures, implementation, math, trees

[Egor's solution](#)

2784.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2024 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Egor's solution](#)

2785.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2024 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Egor's solution](#)

2786.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Egor's solution](#)

2787.

106438F

[Thesis Group Selection](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · Rust 2024 (first AC) · Tags: —

[Egor's solution](#)

2788.

106438E

[Race in Laurasia](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · Rust 2024 (first AC) · Tags: —

[Egor's solution](#)

2789.

106438G

[Treasure Hunt in Laurasia](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · Rust 2024 (first AC) · Tags: —

[Egor's solution](#)

2790.

106438C

[Roads in Laurasia](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · Rust 2024 (first AC) · Tags: —

[Egor's solution](#)

2791.

106438H

[Devils of Pestilence](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · Rust 2024 (first AC) · Tags: —

[Egor's solution](#)

2792.

106438D

[Disaster Walker](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · Rust 2024 (first AC) · Tags: —

[Egor's solution](#)

2793.

106438B

[Does The Universe Really Exist?](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · Rust 2024 (first AC) · Tags: —

[Egor's solution](#)

2794.

106438A

[Obsession With Functions](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · Rust 2024 (first AC) · Tags: —

[Egor's solution](#)

2795.

2198H

[Microcycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, dsu, graphs

[Egor's solution](#)

2796.

2198G

[Yamakasi](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special

[Egor's solution](#)

2797.

2198F

[Best Price](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[Egor's solution](#)

2798.

2198E

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

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, graphs

[Egor's solution](#)

2799.

2198D

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

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special, math

[Egor's solution](#)

2800.

2198C

[Preparing for the Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special

[Egor's solution](#)

2801.

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special

[Egor's solution](#)

2802.

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Egor's solution](#)

2803.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2025-11-03 · last AC: 2025-11-21 · Rust 2024 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Egor's solution](#)

2804.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · last AC: 2025-11-21 · Rust 2024 (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Egor's solution](#)

2805.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · last AC: 2025-11-21 · Rust 2024 (first AC) · Tags: bitmasks, communication, interactive, math

[Egor's solution](#)

2806.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · Rust 2024 (first AC) · Tags: communication, constructive algorithms, interactive

[Egor's solution](#)

2807.

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · last AC: 2025-09-11 · Kotlin 2.2 (first AC) · Tags: *special

[Egor's solution](#)

2808.

2142G

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 2.2 (first AC) · Tags: *special, interactive

[Egor's solution](#)

2809.

2142F

[Permutation of Rows and Columns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 2.2 (first AC) · Tags: *special, data structures, math, matrices

[Egor's solution](#)

2810.

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 2.2 (first AC) · Tags: *special, binary search, bitmasks, greedy

[Egor's solution](#)

2811.

2142D

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math, strings

[Egor's solution](#)

2812.

2142C

[YetnotherrokenKeoard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 2.2 (first AC) · Tags: *special, data structures, implementation, strings

[Egor's solution](#)

2813.

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Egor's solution](#)

2814.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Kotlin 2.2 (first AC) · Tags: *special, implementation

[Egor's solution](#)

2815.

106050A

[Analysis of a Hike](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2816.

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Egor's solution](#)

2817.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Egor's solution](#)

2818.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[Egor's solution](#)

2819.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Egor's solution](#)

2820.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Egor's solution](#)

2821.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[Egor's solution](#)

2822.

2088D

[Counting Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special

[Egor's solution](#)

2823.

2088G

[Ardent Flames](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special, binary search

[Egor's solution](#)

2824.

2088F

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[Egor's solution](#)

2825.

2088E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Egor's solution](#)

2826.

2088C

[Farmer John's Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special

[Egor's solution](#)

2827.

2088B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, constructive algorithms, strings

[Egor's solution](#)

2828.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special, math

[Egor's solution](#)

2829.

105767G

[Max-Min Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2830.

105767F

[Mega Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2831.

105767E

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2832.

105767D

[Array Forge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2833.

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2834.

105767B

[Subtractonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2835.

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2836.

105705C

[Farthest Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2837.

105705A

[Max Xor Pair](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2838.

105705D

[Simple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2839.

105705B

[Segment Trees ?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2840.

105687A

[Penalty Kick](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2841.

105687D

[Matchmaker](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2842.

105687C

[Fat Burner II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2843.

105687B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2844.

105672F

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2845.

105672C2

[Cool Construction \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2846.

105672E

[Classical Interactive Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2847.

105672D2

[Minimum with Left Shift \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2848.

105672D1

[Minimum with Left Shift \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2849.

105672C1

[Cool Construction \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2850.

105672B

[Dumb OwlBear](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2851.

105672A

[Minecraft Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2852.

105622F

[Mirror II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2853.

105622E

[Mirror I](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2854.

105622D

[Cow the Tree Nerd](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2855.

105622C

[Painting a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2856.

105622B

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2857.

105622A

[Cyclic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2858.

105552A

[Brushfire](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2859.

105501A

[Gyro Spyro](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2860.

105491E

[Any Tree ?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2861.

105491D

[Perfect Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2862.

105491C

[Pair of GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2863.

105491B

[K Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2864.

105491A

[Niimmm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2865.

105390F

[Red Blue Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2866.

105390E

[Innocent Students](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2867.

105390D

[String From Another World](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2868.

105390C2

[Yet Another Nim Game \(Counting version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2869.

105390B

[Simple Update - II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2870.

105390C1

[Yet Another Nim Game \(Constructive version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2871.

105390A

[Simple Update - I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2872.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, graphs, greedy

[Egor's solution](#)

2873.

2011G

[Removal of a Permutation](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Egor's solution](#)

2874.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[Egor's solution](#)

2875.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Egor's solution](#)

2876.

2011C

[Split the Expression](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Egor's solution](#)

2877.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Egor's solution](#)

2878.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Egor's solution](#)

2879.

2012G

[Berserk Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Egor's solution](#)

2880.

2012F

[Colored Portals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Egor's solution](#)

2881.

2012E

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

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, strings

[Egor's solution](#)

2882.

2012D

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

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

[Egor's solution](#)

2883.

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, brute force, greedy, math

[Egor's solution](#)

2884.

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, strings

[Egor's solution](#)

2885.

2012A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · last AC: 2024-09-17 · Kotlin 1.7 (first AC) · Tags: *special, implementation, sortings

[Egor's solution](#)

2886.

105350F

[Mad MAD Sum II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2887.

105350E

[Fun is Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2888.

105350D

[Tuples Fusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2889.

105350C

[Yet Another Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2890.

105350B

[A Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2891.

105350A

[An OK Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2892.

105293C

[Mr. Wow and Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2893.

105293D

[Mr. Wow and Multiset](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2894.

105293B

[Mr. Wow and Dislikes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2895.

105293A

[Mr. Wow and Lucky Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2896.

105172L

[Nanami, Nanami, Nanami...](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2897.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · Rust 2021 (first AC) · Tags: *special, dfs and similar, two pointers

[Egor's solution](#)

2898.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · Rust 2021 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Egor's solution](#)

2899.

104683E

[L-shaped Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2900.

104683C

[Yet Another \$\div 2\$ or \$+1\$ Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2901.

104683B

[Left or Right Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2902.

104683A

[Banis and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2903.

104663J

[Strange Metro Rail](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2904.

104663I

[Semi-Palindromic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2905.

104663A

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

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2906.

104663F

[Lazy KUETian](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2907.

104663M

[Banana Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2908.

104663C

[Don't Let Them Pass](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2909.

104663B

[Digit occurrence Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2910.

104663K

[Divisible by three](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2911.

104663L

[Not-Incomplete](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2912.

104663G

[Not So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2913.

104544I

[At War With The Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2914.

104544K

[The Backrooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2915.

104544A

[Eh Seedie, Hot Bel Kherej](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2916.

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2917.

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2918.

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2919.

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2920.

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2921.

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2922.

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2923.

104502B

[Magical Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2924.

104502A

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

Rating: — · first AC: 2023-07-31 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2925.

100168H

[Tutorial](#) · [B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2023-07-20 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2926.

100168I

[Tutorial](#) · [B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2023-07-20 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2927.

100168G

[Tutorial](#) · [B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Câ ?D OCĂ>C'](#)

Rating: — · first AC: 2023-07-20 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2928.

100168F

[Tutorial](#) · [B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Câ ?D OCĂ>C•](#)

Rating: — · first AC: 2023-07-20 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2929.

100168D

[Tutorial](#) · [Aô;Căİ 4DÂ BD 5D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2023-07-20 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2930.

100168C

[Tutorial](#) · [Aô;Căİ 4DÂ <CÔ>C4>D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2023-07-20 · last AC: 2023-07-20 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2931.

100168B

[Tutorial](#) · [B43Că;CĂ5Cd4D2 2CT:D\\$>D 0CĂ8](#)

Rating: — · first AC: 2023-07-20 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2932.

100168A

[Tutorial](#) · [Aô;Căİ =D'9 D43Că; D\\$>Dt:C€](#)

Rating: — · first AC: 2023-07-20 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2933.

104255A

[Stickers for BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-23 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2934.

103505A

[Touch](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · last AC: 2022-01-08 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2935.

103496F

[Funny Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2936.

103496B2

[Basketbology \(Counting\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2937.

103496M

[Mondrianansala](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · last AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2938.

103496L

[Laser Circus](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2939.

103496N

[Nene is You](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2940.

103496K

[Kaleidoscope World](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2941.

103496I

[Ice Breaker](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2942.

103496H

[Halcon Collider](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2943.

103496G

[Galge Gamer Guy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · last AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2944.

103496J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2945.

103496D

[Decorum Sensing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2946.

103496C

[Caught in Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2947.

103496B1

[Basketbology \(Decision\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2948.

103496A

[Alice, Bob, and Cindy, and Dani](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2949.

100091B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2950.

100091A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2951.

103449E

[Rubik String](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2952.

103449G

[Xor Plains](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2953.

103449C

[Find Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2954.

103449B

[Antigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2955.

103449A

[Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2956.

103456I

[Exiting the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2957.

103456H

[Maze Escape Pt. II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2958.

103456F

[Maze Escape Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2959.

103456E

[Ppopgi](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2960.

103456D

[Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2961.

103456C

[Red Light Green Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · Rust 2021 (first AC) · Tags: —

[Egor's solution](#)

2962.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · Kotlin 1.5 (first AC) · Tags: *special

[Egor's solution](#)

2963.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Egor's solution](#)

2964.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[Egor's solution](#)

2965.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[Egor's solution](#)

2966.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Egor's solution](#)

2967.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Egor's solution](#)

2968.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Egor's solution](#)

2980.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings

[Egor's solution](#)

2981.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees

[Egor's solution](#)

2982.

1297D

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

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings

[Egor's solution](#)

2983.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Egor's solution](#)

2984.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

[Egor's solution](#)

2985.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Egor's solution](#)

2986.

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, math

[Egor's solution](#)

2987.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Egor's solution](#)

2988.

1298B

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

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Egor's solution](#)

2989.

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, math

[Egor's solution](#)

2990.

102503H

[A Sheety Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

2991.

102503G

[Sharing Chocolates 8: The Last Jebediah](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

2992.

102503D

[Union Found](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

2993.

102503C

[Partial Reduplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

2994.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

2995.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

2996.

102498B

[Aö>D8Cö:C <C AD 8C\\$0](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

2997.

102498C

[Aö>D8Cö:C\\$KC' 7C <Cä:](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

2998.

102498D

[Aö>D8Cö: A C4>D =Cä9 C 0CtK](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

2999.

102498A

[Aö>D8Cö: KC" =C >C 5C@](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

3000.

1275E3

[Aö>D8Cö:BD >C'LCö0Dö AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Egor's solution](#)

3001.

1275E2

[Aö>D8Cö:BD >C'LCö0Dö AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: *special

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Egor's solution](#)

3013.

100248K

[Rock Garden](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3014.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3015.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3016.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3017.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3018.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3019.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3020.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3021.

100231A

[Family](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3022.

100231G

[Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3023.

100231F

[Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3024.

100231H

[Voracious Steve](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3025.

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3026.

100231B

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3027.

100231L

[Bit Counting](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3028.

100231I

[Palindrometer](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3029.

100231J

[Mine Sweeper](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3030.

100231K

[Profits](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3031.

100228L

[Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3032.

100228M

[Square, Segments and Point](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3033.

100228G

[Squadtrees](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3034.

100228F

[Pushing Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3035.

100228I

[Graph of Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3036.

100228D

[Phone Home](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3037.

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3038.

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3039.

100228C

[EKG Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3040.

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3041.

100228H

[This Takes the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3042.

100228J

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

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3043.

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3044.

100227E

[Checker's Check](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3045.

100227C

[Rational Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3046.

100227G

[BSP Trees](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3047.

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3048.

100227B

[Poly-polygonal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3049.

100227A

[Picnic Planning](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3050.

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3051.

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3052.

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3053.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · Java 7 (first AC) · Tags: —

[Egor's solution](#)

3054.

100155H

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

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3055.

100155J

[Math Homework](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3056.

100155E

[The Swapping Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3057.

100155B

[No Name](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3058.

100155F

[Lock Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3059.

100155G

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3060.

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3061.

100155I

[Contest Hall Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3062.

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3063.

100155C

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

Rating: — · first AC: 2013-01-24 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3064.

100107D

[Titan Ruins: Old Generators Are Fine Too](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-26 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3065.

100107J

[Titan Ruins: Making Headway](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-26 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3066.

100107I

[Titan Ruins: Inaction Leads to Decay](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-26 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3067.

100107K

[Titan Ruins: the Infinite Power of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-26 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3068.

100107H

[Titan Ruins: Better Late than Killed](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-26 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3069.

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-26 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3070.

100107A

[Titan Ruins: Hidden Entrance](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-26 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3071.

100050D

[Label](#) · [Tutorial](#)

Rating: — · first AC: 2012-05-28 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3072.

100004B

[Octagons](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3073.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3074.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3075.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · Java 6 (first AC) · Tags: —

[Egor's solution](#)

3076.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · Java 6 (first AC) · Tags: —

[Egor's solution](#)