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Unique solved — Elegia

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

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

Filters: none

Count: 1,210

1.

1975A

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

Quality: 20,712 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Elegia's solution](#)

2.

1942A

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

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

[Elegia's solution](#)

3.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Elegia's solution](#)

4.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Elegia's solution](#)

5.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Elegia's solution](#)

6.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Elegia's solution](#)

7.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Elegia's solution](#)

8.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Elegia's solution](#)

9.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Elegia's solution](#)

10.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Elegia's solution](#)

11.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[Elegia's solution](#)

12.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Elegia's solution](#)

13.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Elegia's solution](#)

14.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,133 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Elegia's solution](#)

15.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Elegia's solution](#)

16.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Elegia's solution](#)

17.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Elegia's solution](#)

18.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Elegia's solution](#)

19.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Elegia's solution](#)

20.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Elegia's solution](#)

21.

1523A

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Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Elegia's solution](#)

22.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Elegia's solution](#)

23.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Elegia's solution](#)

24.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Elegia's solution](#)

25.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy

[Elegia's solution](#)

26.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Elegia's solution](#)

27.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Elegia's solution](#)

28.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Elegia's solution](#)

29.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,187 global accepts · Rating: 800 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Elegia's solution](#)

30.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,716 global accepts · Rating: 800 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Elegia's solution](#)

31.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Elegia's solution](#)

32.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,119 global accepts · Rating: 800 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Elegia's solution](#)

33.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Elegia's solution](#)

34.

1352A

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

Quality: 104,090 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Elegia's solution](#)

35.

1351A

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

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Elegia's solution](#)

36.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math

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37.

1348A

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

Quality: 42,846 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Elegia's solution](#)

38.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,126 global accepts · Rating: 800 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Elegia's solution](#)

39.

1337A

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

Quality: 42,906 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Elegia's solution](#)

40.

1335A

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Quality: 104,777 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Elegia's solution](#)

41.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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42.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Elegia's solution](#)

43.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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44.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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45.

1178A

[Prime Minister](#) · [Tutorial](#)

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

[Elegia's solution](#)

46.

1148A

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

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

[Elegia's solution](#)

47.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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48.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Elegia's solution](#)

49.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Elegia's solution](#)

50.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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51.

1060A

[Phone Numbers](#) · [Tutorial](#)

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

[Elegia's solution](#)

52.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Elegia's solution](#)

53.

1017A

[The Rank](#) · [Tutorial](#)

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

[Elegia's solution](#)

54.

977A

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

Quality: 217,454 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Elegia's solution](#)

55.

785A

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

Quality: 110,939 global accepts · Rating: 800 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Elegia's solution](#)

56.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 800 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Elegia's solution](#)

57.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Elegia's solution](#)

58.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Elegia's solution](#)

59.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

60.

919A

[Supermarket](#) · [Tutorial](#)

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

[Elegia's solution](#)

61.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,239 global accepts · Rating: 800 · first AC: 2018-01-30 · GNU C++ (first AC) · Tags: brute force, implementation

[Elegia's solution](#)

62.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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63.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,568 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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64.

1696B

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

Quality: 36,309 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Elegia's solution](#)

65.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[Elegia's solution](#)

66.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,889 global accepts · Rating: 900 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Elegia's solution](#)

67.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Elegia's solution](#)

68.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,427 global accepts · Rating: 900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Elegia's solution](#)

69.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,384 global accepts · Rating: 900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Elegia's solution](#)

70.

1337B

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

Quality: 36,862 global accepts · Rating: 900 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Elegia's solution](#)

71.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

72.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Elegia's solution](#)

73.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Elegia's solution](#)

74.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Elegia's solution](#)

- 75.**
1107A
[Digits Sequence Dividing](#) · [Tutorial](#)
Quality: 12,771 global accepts · Rating: 900 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Elegia's solution](#)
- 76.**
989A
[A Blend of Springtime](#) · [Tutorial](#)
Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Elegia's solution](#)
- 77.**
981A
[Antipalindrome](#) · [Tutorial](#)
Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[Elegia's solution](#)
- 78.**
977B
[Two-gram](#) · [Tutorial](#)
Quality: 49,769 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Elegia's solution](#)
- 79.**
961A
[Tetris](#) · [Tutorial](#)
Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Elegia's solution](#)
- 80.**
834A
[The Useless Toy](#) · [Tutorial](#)
Quality: 9,100 global accepts · Rating: 900 · first AC: 2018-03-15 · GNU C++ (first AC) · Tags: implementation
[Elegia's solution](#)
- 81.**
918B
[Radio Station](#) · [Tutorial](#)
Quality: 19,878 global accepts · Rating: 900 · first AC: 2018-01-30 · GNU C++ (first AC) · Tags: implementation, strings
[Elegia's solution](#)
- 82.**
915A
[Garden](#) · [Tutorial](#)
Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Elegia's solution](#)
- 83.**
913A
[Modular Exponentiation](#) · [Tutorial](#)
Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Elegia's solution](#)
- 84.**
1975B
[378QAQ and Mocha's Array](#) · [Tutorial](#)
Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[Elegia's solution](#)
- 85.**
1930B
[Permutation Printing](#) · [Tutorial](#)
Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-18 · Clang++17 Diagnostics (first AC) · Tags: brute force, constructive algorithms, math
[Elegia's solution](#)

86.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Elegia's solution](#)

87.

1566C

[MAX-MEX Cut · Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Elegia's solution](#)

88.

1569B

[Chess Tournament · Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

89.

1515B

[Phoenix and Puzzle · Tutorial](#)

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Elegia's solution](#)

90.

1362A

[Johnny and Ancient Computer · Tutorial](#)

Quality: 34,071 global accepts · Rating: 1000 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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91.

1359B

[New Theatre Square · Tutorial](#)

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

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92.

1359A

[Berland Poker · Tutorial](#)

Quality: 31,726 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Elegia's solution](#)

93.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Elegia's solution](#)

94.

1353C

[Board Moves · Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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95.

1342A

[Road To Zero · Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Elegia's solution](#)

96.

1266A

[Competitive Programmer · Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[Elegia's solution](#)

97.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

98.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Elegia's solution](#)

99.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Elegia's solution](#)

100.

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math
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101.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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102.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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103.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-30 · GNU C++11 (first AC) · Tags: greedy, math, number theory
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104.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[Elegia's solution](#)

105.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[Elegia's solution](#)

106.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation
[Elegia's solution](#)

107.

816A

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

Quality: 9,708 global accepts · Rating: 1000 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Elegia's solution](#)

108.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,271 global accepts · Rating: 1000 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Elegia's solution](#)

109.

864B

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

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

[Elegia's solution](#)

110.

864A

[Fair Game](#) · [Tutorial](#)

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

[Elegia's solution](#)

111.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,165 global accepts · Rating: 1000 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Elegia's solution](#)

112.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[Elegia's solution](#)

113.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Elegia's solution](#)

114.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Elegia's solution](#)

115.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Elegia's solution](#)

116.

1575A

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

Quality: 5,181 global accepts · Rating: 1100 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Elegia's solution](#)

117.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Elegia's solution](#)

118.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

119.

1511C

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

Quality: 32,804 global accepts · Rating: 1100 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Elegia's solution](#)

120.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Elegia's solution](#)

121.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,995 global accepts · Rating: 1100 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Elegia's solution](#)

122.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Elegia's solution](#)

123.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,779 global accepts · Rating: 1100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Elegia's solution](#)

124.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[Elegia's solution](#)

125.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Elegia's solution](#)

126.

1335C

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

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Elegia's solution](#)

127.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,619 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Elegia's solution](#)

128.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Elegia's solution](#)

129.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[Elegia's solution](#)

130.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Elegia's solution](#)

131.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Elegia's solution](#)

132.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2018-03-15 · GNU C++ (first AC) · Tags: data structures, implementation

[Elegia's solution](#)

133.

946B

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

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

[Elegia's solution](#)

134.

919B

[Perfect Number](#) · [Tutorial](#)

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

[Elegia's solution](#)

135.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Elegia's solution](#)

136.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Elegia's solution](#)

137.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Elegia's solution](#)

138.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Elegia's solution](#)

139.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Elegia's solution](#)

140.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Elegia's solution](#)

141.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Elegia's solution](#)

142.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Elegia's solution](#)

143.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,037 global accepts · Rating: 1200 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Elegia's solution](#)

144.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Elegia's solution](#)

145.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Elegia's solution](#)

146.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Elegia's solution](#)

147.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Elegia's solution](#)

148.

1352C

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

Quality: 69,758 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Elegia's solution](#)

149.

1352B

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

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Elegia's solution](#)

150.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Elegia's solution](#)

151.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Elegia's solution](#)

152.

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

[Elegia's solution](#)

153.

1305B

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

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

[Elegia's solution](#)

154.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,706 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Elegia's solution](#)

155.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Elegia's solution](#)

156.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Elegia's solution](#)

157.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Elegia's solution](#)

158.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Elegia's solution](#)

159.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Elegia's solution](#)

160.

1017B

[The Bits](#) · [Tutorial](#)

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

161.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,329 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[Elegia's solution](#)

162.

958C1

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

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: brute force
[Elegia's solution](#)

163.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Elegia's solution](#)

164.

961B

[Lecture Sleep](#) · [Tutorial](#)

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

165.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Elegia's solution](#)

166.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[Elegia's solution](#)

167.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Elegia's solution](#)

168.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Elegia's solution](#)

169.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Elegia's solution](#)

170.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Elegia's solution](#)

171.

1693A

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

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

[Elegia's solution](#)

172.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Elegia's solution](#)

173.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Elegia's solution](#)

174.

1364B

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

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Elegia's solution](#)

175.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,949 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[Elegia's solution](#)

176.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Elegia's solution](#)

177.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Elegia's solution](#)

178.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,993 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Elegia's solution](#)

179.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Elegia's solution](#)

180.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,092 global accepts · Rating: 1300 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Elegia's solution](#)

181.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Elegia's solution](#)

182.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Elegia's solution](#)

183.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Elegia's solution](#)

184.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Elegia's solution](#)

185.

1178C

[Tiles](#) · [Tutorial](#)

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

[Elegia's solution](#)

186.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Elegia's solution](#)

187.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Elegia's solution](#)

188.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Elegia's solution](#)

189.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Elegia's solution](#)

190.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Elegia's solution](#)

191.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Elegia's solution](#)

192.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Elegia's solution](#)

193.

957A

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

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

[Elegia's solution](#)

194.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Elegia's solution](#)

195.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Elegia's solution](#)

196.

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Elegia's solution](#)

197.

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Elegia's solution](#)

198.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Elegia's solution](#)

199.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Elegia's solution](#)

200.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Elegia's solution](#)

201.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Elegia's solution](#)

202.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Elegia's solution](#)

203.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Elegia's solution](#)

204.

1696C

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

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

[Elegia's solution](#)

205.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Elegia's solution](#)

206.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Elegia's solution](#)

207.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Elegia's solution](#)

208.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Elegia's solution](#)

209.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Elegia's solution](#)

210.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Elegia's solution](#)

211.

1362C

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

Quality: 23,702 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Elegia's solution](#)

212.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Elegia's solution](#)

213.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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214.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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215.

1354C1

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

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search
[Elegia's solution](#)

216.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Elegia's solution](#)

217.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[Elegia's solution](#)

218.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,657 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[Elegia's solution](#)

219.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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220.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[Elegia's solution](#)

221.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[Elegia's solution](#)

222.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[Elegia's solution](#)

223.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Elegia's solution](#)

224.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Elegia's solution](#)

225.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Elegia's solution](#)

226.

888C

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

Quality: 8,980 global accepts · Rating: 1400 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Elegia's solution](#)

227.

937B

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

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-03-05 · last AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Elegia's solution](#)

228.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Elegia's solution](#)

229.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-02 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Elegia's solution](#)

230.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Elegia's solution](#)

231.

977D

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

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[Elegia's solution](#)

232.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: expression parsing, math

[Elegia's solution](#)

233.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation

[Elegia's solution](#)

234.

961C

[Chessboard](#) · [Tutorial](#)

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

[Elegia's solution](#)

235.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1400 · first AC: 2018-03-13 · last AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Elegia's solution](#)

236.

934A

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

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[Elegia's solution](#)

237.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Elegia's solution](#)

238.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Elegia's solution](#)

239.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Elegia's solution](#)

240.

1710A

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

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

[Elegia's solution](#)

241.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Elegia's solution](#)

242.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[Elegia's solution](#)

243.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Elegia's solution](#)

244.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[Elegia's solution](#)

245.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[Elegia's solution](#)

246.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Elegia's solution](#)

247.

1368B

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

Quality: 21,423 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Elegia's solution](#)

248.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Elegia's solution](#)

249.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[Elegia's solution](#)

250.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[Elegia's solution](#)

251.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Elegia's solution](#)

252.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[Elegia's solution](#)

253.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Elegia's solution](#)

254.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Elegia's solution](#)

255.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Elegia's solution](#)

256.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Elegia's solution](#)

257.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Elegia's solution](#)

258.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Elegia's solution](#)

259.

1178D

[Prime Graph](#) · [Tutorial](#)

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

[Elegia's solution](#)

260.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Elegia's solution](#)

261.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Elegia's solution](#)

262.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Elegia's solution](#)

263.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

264.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Elegia's solution](#)

265.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,222 global accepts · Rating: 1500 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Elegia's solution](#)

266.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[Elegia's solution](#)

267.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Elegia's solution](#)

268.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Elegia's solution](#)

269.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

270.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[Elegia's solution](#)

271.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Elegia's solution](#)

272.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Elegia's solution](#)

273.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,610 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Elegia's solution](#)

274.

958F1

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

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Elegia's solution](#)

275.

960B

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

Quality: 12,392 global accepts · Rating: 1500 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Elegia's solution](#)

276.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Elegia's solution](#)

277.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Elegia's solution](#)

278.

864D

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

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

[Elegia's solution](#)

279.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Elegia's solution](#)

280.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Elegia's solution](#)

281.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Elegia's solution](#)

282.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Elegia's solution](#)

283.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Elegia's solution](#)

284.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows,

graphs, greedy, math

[Elegia's solution](#)

285.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Elegia's solution](#)

286.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Elegia's solution](#)

287.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Elegia's solution](#)

288.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[Elegia's solution](#)

289.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Elegia's solution](#)

290.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Elegia's solution](#)

291.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Elegia's solution](#)

292.

1353D

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

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Elegia's solution](#)

293.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,633 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Elegia's solution](#)

294.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

295.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[Elegia's solution](#)

296.

1348C

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

Quality: 15,481 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Elegia's solution](#)

297.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Elegia's solution](#)

298.

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
[Elegia's solution](#)

299.

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
[Elegia's solution](#)

300.

1305C

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

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

301.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Elegia's solution](#)

302.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Elegia's solution](#)

303.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation
[Elegia's solution](#)

304.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation
[Elegia's solution](#)

305.

1188A1

[Add on a Tree](#) · [Tutorial](#)

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

[Elegia's solution](#)

306.

1148B

[Born This Way](#) · [Tutorial](#)

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

[Elegia's solution](#)

307.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Elegia's solution](#)

308.

1137A

[Skyscrapers](#) · [Tutorial](#)

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

[Elegia's solution](#)

309.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Elegia's solution](#)

310.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Elegia's solution](#)

311.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Elegia's solution](#)

312.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Elegia's solution](#)

313.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-09-30 · last AC: 2018-09-30 · GNU C++11 (first AC) · Tags: brute force, greedy, number theory

[Elegia's solution](#)

314.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Elegia's solution](#)

315.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,237 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Elegia's solution](#)

316.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Elegia's solution](#)

317.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,964 global accepts · Rating: 1600 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Elegia's solution](#)

318.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[Elegia's solution](#)

319.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[Elegia's solution](#)

320.

1017C

[The Phone Number](#) · [Tutorial](#)

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

[Elegia's solution](#)

321.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-17 · GNU C++ (first AC) · Tags: geometry, implementation

[Elegia's solution](#)

322.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1600 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Elegia's solution](#)

323.

966A

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Elegia's solution](#)

324.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-16 · GNU C++ (first AC) · Tags: data structures, implementation

[Elegia's solution](#)

325.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[Elegia's solution](#)

326.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Elegia's solution](#)

327.

956B

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

Rating: 1600 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Elegia's solution](#)

328.

814C

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

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2018-03-18 · last AC: 2018-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Elegia's solution](#)

329.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Elegia's solution](#)

330.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Elegia's solution](#)

331.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Elegia's solution](#)

332.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Elegia's solution](#)

333.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Elegia's solution](#)

334.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,384 global accepts · Rating: 1600 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Elegia's solution](#)

335.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,495 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Elegia's solution](#)

336.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Elegia's solution](#)

337.

1693B

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

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

338.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Elegia's solution](#)

339.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[Elegia's solution](#)

340.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[Elegia's solution](#)

341.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[Elegia's solution](#)

342.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search
[Elegia's solution](#)

343.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
[Elegia's solution](#)

344.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[Elegia's solution](#)

345.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: geometry, hashing, number theory
[Elegia's solution](#)

346.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[Elegia's solution](#)

347.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Elegia's solution](#)

348.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Elegia's solution](#)

349.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Elegia's solution](#)

350.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Elegia's solution](#)

351.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Elegia's solution](#)

352.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Elegia's solution](#)

353.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Elegia's solution](#)

354.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Elegia's solution](#)

355.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Elegia's solution](#)

356.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Elegia's solution](#)

357.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[Elegia's solution](#)

358.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[Elegia's solution](#)

359.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Elegia's solution](#)

360.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[Elegia's solution](#)

361.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[Elegia's solution](#)

362.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,726 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[Elegia's solution](#)

363.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Elegia's solution](#)

364.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Elegia's solution](#)

365.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[Elegia's solution](#)

366.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Elegia's solution](#)

367.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[Elegia's solution](#)

368.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings

[Elegia's solution](#)

369.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Elegia's solution](#)

370.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

371.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[Elegia's solution](#)

372.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Elegia's solution](#)

373.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Elegia's solution](#)

374.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-14 · last AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Elegia's solution](#)

375.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2018-09-05 · last AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Elegia's solution](#)

376.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-30 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Elegia's solution](#)

377.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,250 global accepts · Rating: 1700 · first AC: 2018-01-31 · last AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Elegia's solution](#)

378.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Elegia's solution](#)

379.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Elegia's solution](#)

380.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Elegia's solution](#)

381.

977F

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

Quality: 25,125 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Elegia's solution](#)

382.

966B

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

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Elegia's solution](#)

383.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Elegia's solution](#)

384.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Elegia's solution](#)

385.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2018-03-16 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[Elegia's solution](#)

386.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-15 · GNU C++ (first AC) · Tags: math

[Elegia's solution](#)

387.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-13 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Elegia's solution](#)

388.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Elegia's solution](#)

389.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Elegia's solution](#)

390.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Elegia's solution](#)

391.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Elegia's solution](#)

392.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Elegia's solution](#)

393.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Elegia's solution](#)

394.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Elegia's solution](#)

395.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[Elegia's solution](#)

396.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Elegia's solution](#)

397.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Elegia's solution](#)

398.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Elegia's solution](#)

399.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Elegia's solution](#)

400.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Elegia's solution](#)

401.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,808 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Elegia's solution](#)

402.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Elegia's solution](#)

403.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Elegia's solution](#)

404.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Elegia's solution](#)

405.

1338B

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

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Elegia's solution](#)

406.

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

[Elegia's solution](#)

407.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Elegia's solution](#)

408.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Elegia's solution](#)

409.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Elegia's solution](#)

410.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Elegia's solution](#)

411.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

412.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games

[Elegia's solution](#)

413.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

414.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Elegia's solution](#)

415.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Elegia's solution](#)

416.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

[Elegia's solution](#)

417.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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418.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Elegia's solution](#)

419.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, trees

[Elegia's solution](#)

420.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Elegia's solution](#)

421.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Elegia's solution](#)

422.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Elegia's solution](#)

423.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Elegia's solution](#)

424.

1034A

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Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · last AC: 2018-10-16 · GNU C++11 (first AC) · Tags: number theory

[Elegia's solution](#)

425.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Elegia's solution](#)

426.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-03-08 · last AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Elegia's solution](#)

427.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Elegia's solution](#)

428.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-07 · last AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Elegia's solution](#)

429.

1053A

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

Rating: 1800 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Elegia's solution](#)

430.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Elegia's solution](#)

431.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Elegia's solution](#)

432.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Elegia's solution](#)

433.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Elegia's solution](#)

434.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++ (first AC) · Tags: math, number theory

[Elegia's solution](#)

435.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Elegia's solution](#)

436.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Elegia's solution](#)

437.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Elegia's solution](#)

438.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Elegia's solution](#)

439.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Elegia's solution](#)

440.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Elegia's solution](#)

441.

1696D

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

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

[Elegia's solution](#)

442.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Elegia's solution](#)

443.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Elegia's solution](#)

444.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Elegia's solution](#)

445.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[Elegia's solution](#)

446.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Elegia's solution](#)

447.

1367E

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Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Elegia's solution](#)

448.

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Elegia's solution](#)

449.

1361B

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Elegia's solution](#)

450.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

implementation, two pointers

[Elegia's solution](#)

451.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Elegia's solution](#)

452.

1354D

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Quality: 10,167 global accepts · Rating: 1900 · first AC: 2020-05-19 · last AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Elegia's solution](#)

453.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Elegia's solution](#)

454.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Elegia's solution](#)

455.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Elegia's solution](#)

456.

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Elegia's solution](#)

457.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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458.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Elegia's solution](#)

459.

1208D

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

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Elegia's solution](#)

460.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Elegia's solution](#)

461.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Elegia's solution](#)

462.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[Elegia's solution](#)

463.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Elegia's solution](#)

464.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Elegia's solution](#)

465.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Elegia's solution](#)

466.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Elegia's solution](#)

467.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Elegia's solution](#)

468.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[Elegia's solution](#)

469.

950E

[Data Center Maintenance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs

[Elegia's solution](#)

470.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math,

sortings

[Elegia's solution](#)

471.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Elegia's solution](#)

472.

1071B

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Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[Elegia's solution](#)

473.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Elegia's solution](#)

474.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2018-05-21 · last AC: 2018-10-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Elegia's solution](#)

475.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-04 · last AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Elegia's solution](#)

476.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · last AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Elegia's solution](#)

477.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Elegia's solution](#)

478.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Elegia's solution](#)

479.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · last AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Elegia's solution](#)

480.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,373 global accepts · Rating: 1900 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Elegia's solution](#)

481.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Elegia's solution](#)

482.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 1900 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Elegia's solution](#)

483.

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-17 · GNU C++ (first AC) · Tags: bitmasks, brute force

[Elegia's solution](#)

484.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[Elegia's solution](#)

485.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Elegia's solution](#)

486.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: dsu, sortings

[Elegia's solution](#)

487.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,071 global accepts · Rating: 1900 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Elegia's solution](#)

488.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,233 global accepts · Rating: 1900 · first AC: 2018-04-04 · last AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Elegia's solution](#)

489.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Elegia's solution](#)

490.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,871 global accepts · Rating: 1900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Elegia's solution](#)

491.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

divide and conquer, greedy, hashing, implementation, math, strings

[Elegia's solution](#)

492.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Elegia's solution](#)

493.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Elegia's solution](#)

494.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Elegia's solution](#)

495.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Elegia's solution](#)

496.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Elegia's solution](#)

497.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Elegia's solution](#)

498.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Elegia's solution](#)

499.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Elegia's solution](#)

500.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Elegia's solution](#)

501.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Elegia's solution](#)

502.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[Elegia's solution](#)

503.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Elegia's solution](#)

504.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Elegia's solution](#)

505.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Elegia's solution](#)

506.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Elegia's solution](#)

507.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Elegia's solution](#)

508.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[Elegia's solution](#)

509.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Elegia's solution](#)

510.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-18 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Elegia's solution](#)

511.

1209E1

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512.

1190D

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513.

1142B

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514.

797E

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515.

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516.

1103B

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517.

1061D

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446B

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1060E

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526.

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527.

1010D

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530.

449B

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963B

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938D

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958C2

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958A2

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537.

383C

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539.

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540.

1975E

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1942D

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542.

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543.

1919D

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1654D

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1387A

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1364D

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1363D

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1360H

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560.

1355E

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1354E

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1299C

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563.

1343E

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1252G

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566.

1240C

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414C

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1146D

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1025D

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609E

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1027E

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1023E

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960F

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960D

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703D

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594.

936B

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595.

912D

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596.

1C

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597.

1967B2

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598.

1785C

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Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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599.

1672E

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Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

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600.

1630C

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Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

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601.

1575H

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Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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602.

1575K

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603.

1575G

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604.

1515E

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1503C

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606.

1500B

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607.

1468A

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608.

1468H

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609.

1353F

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610.

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

[Elegia's solution](#)

611.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-14 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Elegia's solution](#)

612.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Elegia's solution](#)

613.

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

[Elegia's solution](#)

614.

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

[Elegia's solution](#)

615.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Elegia's solution](#)

616.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Elegia's solution](#)

617.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures

[Elegia's solution](#)

618.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Elegia's solution](#)

619.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Elegia's solution](#)

620.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Elegia's solution](#)

621.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Elegia's solution](#)

622.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Elegia's solution](#)

623.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Elegia's solution](#)

624.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Elegia's solution](#)

625.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Elegia's solution](#)

626.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[Elegia's solution](#)

627.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-09 · last AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[Elegia's solution](#)

628.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · last AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[Elegia's solution](#)

629.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Elegia's solution](#)

630.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings
[Elegia's solution](#)

631.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees
[Elegia's solution](#)

632.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees
[Elegia's solution](#)

633.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[Elegia's solution](#)

634.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Elegia's solution](#)

635.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Elegia's solution](#)

636.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Elegia's solution](#)

637.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2018-03-15 · GNU C++ (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Elegia's solution](#)

638.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-03-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[Elegia's solution](#)

639.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[Elegia's solution](#)

640.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Elegia's solution](#)

641.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Elegia's solution](#)

642.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Elegia's solution](#)

643.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Elegia's solution](#)

644.

1693C

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

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

645.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
[Elegia's solution](#)

646.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry
[Elegia's solution](#)

647.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[Elegia's solution](#)

648.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[Elegia's solution](#)

649.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation
[Elegia's solution](#)

650.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers
[Elegia's solution](#)

651.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[Elegia's solution](#)

652.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[Elegia's solution](#)

653.

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
[Elegia's solution](#)

654.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Elegia's solution](#)

655.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Elegia's solution](#)

656.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Elegia's solution](#)

657.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Elegia's solution](#)

658.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Elegia's solution](#)

659.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[Elegia's solution](#)

660.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Elegia's solution](#)

661.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[Elegia's solution](#)

662.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Elegia's solution](#)

663.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-15 · last AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Elegia's solution](#)

664.

993E

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

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-17 · GNU C++ (first AC) · Tags: chinese remainder theorem, fft, math

[Elegia's solution](#)

665.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-06-15 · GNU C++ (first AC) · Tags: hashing, strings

[Elegia's solution](#)

666.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Elegia's solution](#)

667.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Elegia's solution](#)

668.

937E

[Lock Puzzle](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Elegia's solution](#)

669.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Elegia's solution](#)

670.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Elegia's solution](#)

671.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Elegia's solution](#)

672.

1930E

[2..3..4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

673.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[Elegia's solution](#)

674.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Elegia's solution](#)

675.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, shortest paths

[Elegia's solution](#)

676.

1710E

[Two Arrays](#) · [Tutorial](#)

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

[Elegia's solution](#)

677.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Elegia's solution](#)

678.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Elegia's solution](#)

679.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Elegia's solution](#)

680.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Elegia's solution](#)

681.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Elegia's solution](#)

682.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Elegia's solution](#)

683.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Elegia's solution](#)

684.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Elegia's solution](#)

685.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Elegia's solution](#)

686.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Elegia's solution](#)

687.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Elegia's solution](#)

688.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[Elegia's solution](#)

689.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Elegia's solution](#)

690.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Elegia's solution](#)

691.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Elegia's solution](#)

692.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Elegia's solution](#)

693.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Elegia's solution](#)

694.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Elegia's solution](#)

695.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Elegia's solution](#)

696.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Elegia's solution](#)

697.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Elegia's solution](#)

698.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2019-02-14 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings

[Elegia's solution](#)

699.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-11 · last AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Elegia's solution](#)

700.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Elegia's solution](#)

701.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Elegia's solution](#)

702.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

703.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Elegia's solution](#)

704.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-08-07 · last AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

705.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-29 · last AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[Elegia's solution](#)

706.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Elegia's solution](#)

707.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[Elegia's solution](#)

708.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2018-09-22 · last AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Elegia's solution](#)

709.

1074D

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

Rating: 2400 · first AC: 2018-11-07 · last AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[Elegia's solution](#)

710.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Elegia's solution](#)

711.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Elegia's solution](#)

712.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[Elegia's solution](#)

713.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Elegia's solution](#)

714.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[Elegia's solution](#)

715.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Elegia's solution](#)

716.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Elegia's solution](#)

717.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Elegia's solution](#)

718.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2018-06-13 · last AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Elegia's solution](#)

719.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Elegia's solution](#)

720.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Elegia's solution](#)

721.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[Elegia's solution](#)

722.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Elegia's solution](#)

723.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2018-03-14 · last AC: 2018-03-18 · GNU C++ (first AC) · Tags: flows, graphs

[Elegia's solution](#)

724.

816E

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

Rating: 2400 · first AC: 2018-03-13 · GNU C++ (first AC) · Tags: dp, trees

[Elegia's solution](#)

725.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Elegia's solution](#)

726.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-08 · last AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[Elegia's solution](#)

727.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2400 · first AC: 2018-01-16 · last AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Elegia's solution](#)

728.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · last AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Elegia's solution](#)

729.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Elegia's solution](#)

730.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Elegia's solution](#)

731.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Elegia's solution](#)

732.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Elegia's solution](#)

733.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Elegia's solution](#)

734.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Elegia's solution](#)

735.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Elegia's solution](#)

736.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: binary search, geometry

[Elegia's solution](#)

737.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Elegia's solution](#)

738.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Elegia's solution](#)

739.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Elegia's solution](#)

740.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Elegia's solution](#)

741.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Elegia's solution](#)

742.

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

[Elegia's solution](#)

743.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Elegia's solution](#)

744.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Elegia's solution](#)

745.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Elegia's solution](#)

746.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[Elegia's solution](#)

747.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Elegia's solution](#)

748.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Elegia's solution](#)

749.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Elegia's solution](#)

750.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Elegia's solution](#)

751.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Elegia's solution](#)

752.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-02-15 · last AC: 2019-02-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[Elegia's solution](#)

753.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Elegia's solution](#)

754.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Elegia's solution](#)

755.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Elegia's solution](#)

756.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: binary search, dp, math

[Elegia's solution](#)

757.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-05 · last AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Elegia's solution](#)

758.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-30 · last AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Elegia's solution](#)

759.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Elegia's solution](#)

760.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Elegia's solution](#)

761.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Elegia's solution](#)

762.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Elegia's solution](#)

763.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2018-06-24 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[Elegia's solution](#)

764.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Elegia's solution](#)

765.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[Elegia's solution](#)

766.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · last AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Elegia's solution](#)

767.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Elegia's solution](#)

768.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Elegia's solution](#)

769.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Elegia's solution](#)

770.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Elegia's solution](#)

771.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-02 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Elegia's solution](#)

772.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Elegia's solution](#)

773.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Elegia's solution](#)

774.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Elegia's solution](#)

775.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Elegia's solution](#)

776.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Elegia's solution](#)

777.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Elegia's solution](#)

778.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Elegia's solution](#)

779.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[Elegia's solution](#)

780.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Elegia's solution](#)

781.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Elegia's solution](#)

782.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[Elegia's solution](#)

783.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Elegia's solution](#)

784.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Elegia's solution](#)

785.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Elegia's solution](#)

786.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Elegia's solution](#)

787.

528C

[Data Center Drama](#) · [Tutorial](#)

Quality: 2600 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Elegia's solution](#)

788.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Elegia's solution](#)

789.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Elegia's solution](#)

790.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Elegia's solution](#)

791.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Elegia's solution](#)

792.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Elegia's solution](#)

793.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[Elegia's solution](#)

794.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · last AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Elegia's solution](#)

795.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Elegia's solution](#)

796.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Elegia's solution](#)

797.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Elegia's solution](#)

798.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Elegia's solution](#)

799.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Elegia's solution](#)

800.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Elegia's solution](#)

801.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Elegia's solution](#)

802.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math

[Elegia's solution](#)

803.

1063D

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

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-17 · last AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Elegia's solution](#)

804.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Elegia's solution](#)

805.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Elegia's solution](#)

806.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Elegia's solution](#)

807.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · last AC: 2018-04-18 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Elegia's solution](#)

808.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: brute force, data structures

[Elegia's solution](#)

809.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Elegia's solution](#)

810.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Elegia's solution](#)

811.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

812.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Elegia's solution](#)

813.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Elegia's solution](#)

814.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Elegia's solution](#)

815.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[Elegia's solution](#)

816.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Elegia's solution](#)

817.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Elegia's solution](#)

818.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[Elegia's solution](#)

819.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[Elegia's solution](#)

820.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Elegia's solution](#)

821.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Elegia's solution](#)

822.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · last AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Elegia's solution](#)

823.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Elegia's solution](#)

824.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Elegia's solution](#)

825.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Elegia's solution](#)

826.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-06 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Elegia's solution](#)

827.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[Elegia's solution](#)

828.

575A

[Fibonacci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Elegia's solution](#)

829.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Elegia's solution](#)

830.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Elegia's solution](#)

831.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[Elegia's solution](#)

832.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Elegia's solution](#)

833.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Elegia's solution](#)

834.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, hashing, implementation

[Elegia's solution](#)

835.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[Elegia's solution](#)

836.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Elegia's solution](#)

837.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, strings

[Elegia's solution](#)

838.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Elegia's solution](#)

839.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Elegia's solution](#)

840.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-22 · last AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Elegia's solution](#)

841.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Elegia's solution](#)

842.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Elegia's solution](#)

843.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Elegia's solution](#)

844.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Elegia's solution](#)

845.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Elegia's solution](#)

846.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2018-04-05 · last AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[Elegia's solution](#)

847.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Elegia's solution](#)

848.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Elegia's solution](#)

849.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[Elegia's solution](#)

850.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Elegia's solution](#)

851.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Elegia's solution](#)

852.

907F

[Power Tower](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Elegia's solution](#)

853.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Elegia's solution](#)

854.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

855.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Elegia's solution](#)

856.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Elegia's solution](#)

857.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Elegia's solution](#)

858.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Elegia's solution](#)

859.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Elegia's solution](#)

860.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Elegia's solution](#)

861.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Elegia's solution](#)

862.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Elegia's solution](#)

863.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Elegia's solution](#)

864.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Elegia's solution](#)

865.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Elegia's solution](#)

866.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Elegia's solution](#)

867.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, probabilities

[Elegia's solution](#)

868.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Elegia's solution](#)

869.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Elegia's solution](#)

870.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: dp, strings, trees

[Elegia's solution](#)

871.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[Elegia's solution](#)

872.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Elegia's solution](#)

873.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Elegia's solution](#)

874.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Elegia's solution](#)

875.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Elegia's solution](#)

876.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Elegia's solution](#)

877.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Elegia's solution](#)

878.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Elegia's solution](#)

879.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Elegia's solution](#)

880.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Elegia's solution](#)

881.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[Elegia's solution](#)

882.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Elegia's solution](#)

883.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[Elegia's solution](#)

884.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Elegia's solution](#)

885.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Elegia's solution](#)

886.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[Elegia's solution](#)

887.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Elegia's solution](#)

888.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Elegia's solution](#)

889.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Elegia's solution](#)

890.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Elegia's solution](#)

891.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[Elegia's solution](#)

892.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Elegia's solution](#)

893.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2019-10-20 · last AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Elegia's solution](#)

894.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[Elegia's solution](#)

895.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Elegia's solution](#)

896.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Elegia's solution](#)

897.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Elegia's solution](#)

898.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-10-25 · last AC: 2018-12-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Elegia's solution](#)

899.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Elegia's solution](#)

900.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Elegia's solution](#)

901.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Elegia's solution](#)

902.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[Elegia's solution](#)

903.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Elegia's solution](#)

904.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Elegia's solution](#)

905.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Elegia's solution](#)

906.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, fft, number theory

[Elegia's solution](#)

907.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Elegia's solution](#)

908.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Elegia's solution](#)

909.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Elegia's solution](#)

910.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

shortest paths, trees

[Elegia's solution](#)

911.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Elegia's solution](#)

912.

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Elegia's solution](#)

913.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, expression parsing

[Elegia's solution](#)

914.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Elegia's solution](#)

915.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Elegia's solution](#)

916.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Elegia's solution](#)

917.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[Elegia's solution](#)

918.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Elegia's solution](#)

919.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[Elegia's solution](#)

920.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Elegia's solution](#)

921.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-05 · last AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Elegia's solution](#)

922.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2018-11-17 · last AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Elegia's solution](#)

923.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Elegia's solution](#)

924.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Elegia's solution](#)

925.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[Elegia's solution](#)

926.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[Elegia's solution](#)

927.

1610I

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

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[Elegia's solution](#)

928.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Elegia's solution](#)

929.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

930.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, matrices

[Elegia's solution](#)

931.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures
[Elegia's solution](#)

932.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math
[Elegia's solution](#)

933.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[Elegia's solution](#)

934.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[Elegia's solution](#)

935.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Elegia's solution](#)

936.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Elegia's solution](#)

937.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Elegia's solution](#)

938.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy
[Elegia's solution](#)

939.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-08-13 · last AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[Elegia's solution](#)

940.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Elegia's solution](#)

941.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math
[Elegia's solution](#)

942.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Elegia's solution](#)

943.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Elegia's solution](#)

944.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-10-01 · last AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Elegia's solution](#)

945.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[Elegia's solution](#)

946.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Elegia's solution](#)

947.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Elegia's solution](#)

948.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Elegia's solution](#)

949.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Elegia's solution](#)

950.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Elegia's solution](#)

951.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Elegia's solution](#)

952.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[Elegia's solution](#)

953.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[Elegia's solution](#)

954.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: matrices, trees

[Elegia's solution](#)

955.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs

[Elegia's solution](#)

956.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-18 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Elegia's solution](#)

957.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Elegia's solution](#)

958.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2019-01-17 · last AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Elegia's solution](#)

959.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: games

[Elegia's solution](#)

960.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Elegia's solution](#)

961.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[Elegia's solution](#)

962.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Elegia's solution](#)

963.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[Elegia's solution](#)

964.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Elegia's solution](#)

965.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-24 · last AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Elegia's solution](#)

966.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Elegia's solution](#)

967.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-24 · last AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing

[Elegia's solution](#)

968.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[Elegia's solution](#)

969.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Elegia's solution](#)

970.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Elegia's solution](#)

971.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Elegia's solution](#)

972.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

973.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory

[Elegia's solution](#)

974.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Elegia's solution](#)

975.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Elegia's solution](#)

976.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

977.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Elegia's solution](#)

978.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-21 · last AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Elegia's solution](#)

979.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Elegia's solution](#)

980.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2018-07-28 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: fft, graphs, trees

[Elegia's solution](#)

981.

1852F

[Panda Meetups](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows

[Elegia's solution](#)

982.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Elegia's solution](#)

983.

1930I

[Counting Is Fun](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Elegia's solution](#)

984.

1687F

[Koishi's Unconscious Permutation](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Elegia's solution](#)

985.

1677F

[Tokitsukaze and Gems](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Elegia's solution](#)

986.

1654H

[Three Minimums](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, divide and conquer, dp, fft, math

[Elegia's solution](#)

987.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[Elegia's solution](#)

988.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Elegia's solution](#)

989.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Elegia's solution](#)

990.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Elegia's solution](#)

991.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Elegia's solution](#)

992.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

993.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

994.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

995.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

996.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

997.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

998.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · last AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

999.

103470F

[Paimon Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · last AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

1000.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

1001.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1002.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1003.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1004.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1005.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1006.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1007.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1008.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1009.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1010.

103439I

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

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1011.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1012.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

1013.

103329F

[The Struggle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · last AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Elegia's solution](#)

1014.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1015.

103329G

[Power Station of Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1016.

103329I

[Typing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1017.

103329C

[0 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1018.

103329J

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1019.

103329B

[Might and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1020.

102979H

[Hotspot-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1021.

102979A

[Another Tree Queries Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1022.

102979E

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

Rating: — · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1023.

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1024.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1025.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1026.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1027.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1028.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1029.

102979J

[Jungyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1030.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1031.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1032.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1033.

100553H

[Hidden Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · last AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1034.

100299E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1035.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1036.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1037.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1038.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1039.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1040.

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1041.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1042.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1043.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1044.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1045.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1046.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1047.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1048.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1049.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1050.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1051.

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1052.

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1053.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1054.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1055.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1056.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1057.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1058.

101480C

[Cow Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1059.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1060.

101190I

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1061.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1062.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1063.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1064.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1065.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1066.

100543J

[Pork barrel](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1067.

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1068.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1069.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1070.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1071.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1072.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1073.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1074.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1075.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1076.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1077.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1078.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1079.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1080.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1081.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1082.

101471G

[Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1083.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1084.

100299A

[Rubik's Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1085.

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1086.

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1087.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1088.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1089.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1090.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1091.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1092.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1093.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1094.

102511B

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

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1095.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1096.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1097.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1098.

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1099.

100269J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1100.

100269C

[Correcting Curiosity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · last AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1101.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1102.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1103.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Elegia's solution](#)

1104.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1105.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1106.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1107.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1108.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1109.

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1110.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1111.

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1112.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1113.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1114.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1115.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1116.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1117.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1118.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1119.

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1120.

102268I

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

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1121.

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1122.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1123.

102268A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1124.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1125.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1126.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1127.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1128.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1129.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1130.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Elegia's solution](#)

1131.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Elegia's solution](#)

1132.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1133.

102471F

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1134.

102471B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1135.

102503H

[A Sheety Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1136.

102503G

[Sharing Chocolates 8: The Last Jebediah](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1137.

102503D

[Union Found](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1138.

102503C

[Partial Reduplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1139.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1140.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1141.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1142.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1143.

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1144.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1145.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1146.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1147.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1148.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-07 · last AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1149.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1150.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1151.

102394I

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

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1152.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1153.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1154.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1155.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1156.

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1157.

102056A

[Exotic ... Ancient City](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1158.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1159.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
[Elegia's solution](#)

1160.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, math
[Elegia's solution](#)

1161.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: — · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
[Elegia's solution](#)

1162.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees
[Elegia's solution](#)

1163.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Elegia's solution](#)

1164.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1165.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1166.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1167.

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1168.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1169.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Elegia's solution](#)

1170.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1171.

101116F

[Flight Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1172.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1173.

101116A

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

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1174.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1175.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1176.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1177.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1178.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1179.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1180.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Elegia's solution](#)

1181.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Elegia's solution](#)

1182.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1183.

102058M

[Coke Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1184.

102058L

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

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1185.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1186.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1187.

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1188.

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1189.

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1190.

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1191.

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1192.

102062D

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

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1193.

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1194.

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1195.

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1196.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1197.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1198.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1199.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: —

[Elegia's solution](#)

1200.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1201.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Elegia's solution](#)

1202.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)

1203.

101981G

[Pyramid](#) · [Tutorial](#)

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

[Elegia's solution](#)**1204.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)**1205.**

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Elegia's solution](#)**1206.**

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp

[Elegia's solution](#)**1207.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Elegia's solution](#)**1208.**

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Elegia's solution](#)**1209.**

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · GNU C++11 (first AC) · Tags: *special

[Elegia's solution](#)**1210.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · GNU C++11 (first AC) · Tags: *special

[Elegia's solution](#)