

Unique solved — Endagorion

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3.

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6.

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8.

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9.

2062A

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11.

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12.

2048A

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2029A

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1870A

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27.

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33.

1769A

[BTC00D0 4Cä@Cä3C](#)

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34.

1764A

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1450A

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59.

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69.

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74.

1028A

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75.

908A

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859A

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79.

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467A

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83.

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84.

172A

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85.

158A

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87.

9A

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88.

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102.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Endagorion's solution](#)

103.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Endagorion's solution](#)

104.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Endagorion's solution](#)

105.

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

[Endagorion's solution](#)

106.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Endagorion's solution](#)

107.

776A

[A Serial Killer](#) · [Tutorial](#)

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

[Endagorion's solution](#)

108.

768A

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

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

[Endagorion's solution](#)

109.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[Endagorion's solution](#)

110.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Endagorion's solution](#)

111.

115A

[Party](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 900 · first AC: 2011-09-15 · MS C++ (first AC) · Tags: dfs and similar, graphs, trees

[Endagorion's solution](#)

112.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

113.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

114.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

115.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Endagorion's solution](#)

116.

1844B

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

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

[Endagorion's solution](#)

117.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

118.

1785A

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

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

[Endagorion's solution](#)

119.

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Endagorion's solution](#)

120.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

121.

1770A

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

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

[Endagorion's solution](#)

122.

1769B1

[A = >008D >C\\$0CÔ8CR DC 9C´>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[Endagorion's solution](#)

123.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Endagorion's solution](#)

124.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Endagorion's solution](#)

125.

1450B

[Balls of Steel](#) · [Tutorial](#)

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

[Endagorion's solution](#)

126.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

127.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Endagorion's solution](#)

128.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Endagorion's solution](#)

129.

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

[Endagorion's solution](#)

130.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Endagorion's solution](#)

131.

804A

[Find Amir](#) · [Tutorial](#)

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

[Endagorion's solution](#)

132.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Endagorion's solution](#)

133.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Endagorion's solution](#)

134.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Endagorion's solution](#)

135.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation

[Endagorion's solution](#)

136.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Endagorion's solution](#)

137.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-09 · MS C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

138.

452A

[Eevee](#) · [Tutorial](#)

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

[Endagorion's solution](#)

139.

420A

[Start Up](#) · [Tutorial](#)

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

[Endagorion's solution](#)

140.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: sortings

[Endagorion's solution](#)

141.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,504 global accepts · Rating: 1000 · first AC: 2012-06-29 · Python 2 (first AC) · Tags: implementation

[Endagorion's solution](#)

142.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, implementation

[Endagorion's solution](#)

143.

13A

[Numbers](#) · [Tutorial](#)

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

[Endagorion's solution](#)

144.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Endagorion's solution](#)

145.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Endagorion's solution](#)

146.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Endagorion's solution](#)

147.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Endagorion's solution](#)

148.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Endagorion's solution](#)

149.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Endagorion's solution](#)

150.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games,

strings

[Endagorion's solution](#)

151.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Endagorion's solution](#)

152.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Endagorion's solution](#)

153.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Endagorion's solution](#)

154.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Endagorion's solution](#)

155.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

156.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Endagorion's solution](#)

157.

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Endagorion's solution](#)

158.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Endagorion's solution](#)

159.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Endagorion's solution](#)

160.

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

[Endagorion's solution](#)

161.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Endagorion's solution](#)

162.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Endagorion's solution](#)

163.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Endagorion's solution](#)

164.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Endagorion's solution](#)

165.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Endagorion's solution](#)

166.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

167.

1119A

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

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

[Endagorion's solution](#)

168.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Endagorion's solution](#)

169.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

170.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Endagorion's solution](#)

171.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation

[Endagorion's solution](#)

172.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation

[Endagorion's solution](#)

173.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Endagorion's solution](#)

174.

316A1

[Special Task](#) · [Tutorial](#)

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

[Endagorion's solution](#)

175.

292A

[SMSC](#) · [Tutorial](#)

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

[Endagorion's solution](#)

176.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2012-09-20 · Python 2 (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

177.

196A

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

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

[Endagorion's solution](#)

178.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Endagorion's solution](#)

179.

68A

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

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

[Endagorion's solution](#)

180.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

181.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Endagorion's solution](#)

182.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Endagorion's solution](#)

183.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Endagorion's solution](#)

184.

2039C1

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

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

[Endagorion's solution](#)

185.

1874A

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

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

[Endagorion's solution](#)

186.

1870B

[Friendly Arrays](#) · [Tutorial](#)

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

[Endagorion's solution](#)

187.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Endagorion's solution](#)

188.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Endagorion's solution](#)

189.

1769C1

[A6XCD1](#) · [CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[Endagorion's solution](#)

190.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Endagorion's solution](#)

191.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Endagorion's solution](#)

192.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Endagorion's solution](#)

193.

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

[Endagorion's solution](#)

194.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

195.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Endagorion's solution](#)

196.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Endagorion's solution](#)

197.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Endagorion's solution](#)

198.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

199.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Endagorion's solution](#)

200.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Endagorion's solution](#)

201.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

202.

1363A

[Odd Selection](#) · [Tutorial](#)

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

[Endagorion's solution](#)

203.

1305B

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

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

[Endagorion's solution](#)

204.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Endagorion's solution](#)

205.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Endagorion's solution](#)

206.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Endagorion's solution](#)

207.

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Endagorion's solution](#)

208.

1091B

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

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

[Endagorion's solution](#)

209.

1043B

[Lost Array](#) · [Tutorial](#)

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

[Endagorion's solution](#)

210.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

211.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Endagorion's solution](#)

212.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Endagorion's solution](#)

213.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Endagorion's solution](#)

214.

794B

[Cutting Carrot](#) · [Tutorial](#)

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

[Endagorion's solution](#)

215.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Endagorion's solution](#)

216.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Endagorion's solution](#)

217.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Endagorion's solution](#)

218.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Endagorion's solution](#)

219.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

220.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Endagorion's solution](#)

221.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[Endagorion's solution](#)

222.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

223.

461A

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

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

[Endagorion's solution](#)

224.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: graphs, implementation

[Endagorion's solution](#)

225.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-07 · Python 2 (first AC) · Tags: brute force, implementation

[Endagorion's solution](#)

226.

172B

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

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

[Endagorion's solution](#)

227.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-08-03 · MS C++ (first AC) · Tags: greedy

[Endagorion's solution](#)

228.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: implementation, math

[Endagorion's solution](#)

229.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2010-07-09 · GNU C++ (first AC) · Tags: brute force, greedy

[Endagorion's solution](#)

230.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Endagorion's solution](#)

231.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Endagorion's solution](#)

232.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

233.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Endagorion's solution](#)

234.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Endagorion's solution](#)

235.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Endagorion's solution](#)

236.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Endagorion's solution](#)

237.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Endagorion's solution](#)

238.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Endagorion's solution](#)

239.

1810C

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

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

[Endagorion's solution](#)

240.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Endagorion's solution](#)

241.

1769C2

[A>00:0 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Endagorion's solution](#)

242.

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

[Endagorion's solution](#)

243.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Endagorion's solution](#)

244.

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

[Endagorion's solution](#)

245.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Endagorion's solution](#)

246.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Endagorion's solution](#)

247.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Endagorion's solution](#)

248.

1563A

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

Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[Endagorion's solution](#)

249.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Endagorion's solution](#)

250.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Endagorion's solution](#)

251.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Endagorion's solution](#)

252.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Endagorion's solution](#)

253.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Endagorion's solution](#)

254.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Endagorion's solution](#)

255.

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[Endagorion's solution](#)

256.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[Endagorion's solution](#)

257.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[Endagorion's solution](#)

258.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
[Endagorion's solution](#)

259.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[Endagorion's solution](#)

260.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Endagorion's solution](#)

261.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[Endagorion's solution](#)

262.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[Endagorion's solution](#)

263.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Endagorion's solution](#)

264.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[Endagorion's solution](#)

265.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[Endagorion's solution](#)

266.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Endagorion's solution](#)

267.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

[Endagorion's solution](#)

268.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation, sortings

[Endagorion's solution](#)

269.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Endagorion's solution](#)

270.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math

[Endagorion's solution](#)

271.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-12 · Python 2 (first AC) · Tags: *special, implementation, strings

[Endagorion's solution](#)

272.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: greedy

[Endagorion's solution](#)

273.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

274.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: implementation, sortings

[Endagorion's solution](#)

275.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 1300 · first AC: 2012-07-07 · Python 2 (first AC) · Tags: brute force, implementation

[Endagorion's solution](#)

276.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math

[Endagorion's solution](#)

277.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math

[Endagorion's solution](#)

278.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,474 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[Endagorion's solution](#)

279.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

280.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, implementation, math

[Endagorion's solution](#)

281.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

282.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[Endagorion's solution](#)

283.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[Endagorion's solution](#)

284.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2011-12-03 · MS C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

285.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: greedy, math

[Endagorion's solution](#)

286.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: dfs and similar, greedy, implementation

[Endagorion's solution](#)

287.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · MS C++ (first AC) · Tags: implementation, number theory, strings

[Endagorion's solution](#)

288.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: implementation, math

[Endagorion's solution](#)

289.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Endagorion's solution](#)

290.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Endagorion's solution](#)

291.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Endagorion's solution](#)

292.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Endagorion's solution](#)

293.

1896C

[Matching Arrays](#) · [Tutorial](#)

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

[Endagorion's solution](#)

294.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Endagorion's solution](#)

295.

1854A1

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

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

[Endagorion's solution](#)

296.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Endagorion's solution](#)

297.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Endagorion's solution](#)

298.

1769B2

[A = > C08D|>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[Endagorion's solution](#)

299.

1764C

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

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

[Endagorion's solution](#)

300.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Endagorion's solution](#)

301.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Endagorion's solution](#)

302.

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

[Endagorion's solution](#)

303.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Endagorion's solution](#)

304.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Endagorion's solution](#)

305.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Endagorion's solution](#)

306.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Endagorion's solution](#)

307.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Endagorion's solution](#)

308.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Endagorion's solution](#)

309.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Endagorion's solution](#)

310.

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

[Endagorion's solution](#)

311.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Endagorion's solution](#)

312.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Endagorion's solution](#)

313.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

314.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

315.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Endagorion's solution](#)

316.

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

[Endagorion's solution](#)

317.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Endagorion's solution](#)

318.

804B

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

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

[Endagorion's solution](#)

319.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Endagorion's solution](#)

320.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Endagorion's solution](#)

321.

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Endagorion's solution](#)

322.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Endagorion's solution](#)

323.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[Endagorion's solution](#)

324.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Endagorion's solution](#)

325.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Endagorion's solution](#)

326.

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: dp, greedy, implementation, math

[Endagorion's solution](#)

327.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[Endagorion's solution](#)

328.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

329.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

330.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[Endagorion's solution](#)

331.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[Endagorion's solution](#)

332.

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

333.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Endagorion's solution](#)

334.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Endagorion's solution](#)

335.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

336.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[Endagorion's solution](#)

337.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2013-04-11 · MS C++ (first AC) · Tags: data structures, implementation

[Endagorion's solution](#)

338.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · Python 2 (first AC) · Tags: *special, implementation

[Endagorion's solution](#)

339.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: *special, implementation

[Endagorion's solution](#)

340.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · MS C++ (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

341.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · MS C++ (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

342.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-07 · Python 2 (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

343.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,389 global accepts · Rating: 1400 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[Endagorion's solution](#)

344.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: games, math, number theory

[Endagorion's solution](#)

345.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2010-06-24 · MS C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

346.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: brute force, math

[Endagorion's solution](#)

347.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2011-08-23 · MS C++ (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

348.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · MS C++ (first AC) · Tags: greedy

[Endagorion's solution](#)

349.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,859 global accepts · Rating: 1400 · first AC: 2010-07-26 · GNU C++ (first AC) · Tags: graphs

[Endagorion's solution](#)

350.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Endagorion's solution](#)

351.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp,

math, number theory
[Endagorion's solution](#)

352.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Endagorion's solution](#)

353.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Endagorion's solution](#)

354.

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
[Endagorion's solution](#)

355.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Endagorion's solution](#)

356.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[Endagorion's solution](#)

357.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Endagorion's solution](#)

358.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
[Endagorion's solution](#)

359.

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
[Endagorion's solution](#)

360.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[Endagorion's solution](#)

361.

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

[Endagorion's solution](#)

362.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Endagorion's solution](#)

363.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Endagorion's solution](#)

364.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Endagorion's solution](#)

365.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Endagorion's solution](#)

366.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Endagorion's solution](#)

367.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Endagorion's solution](#)

368.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Endagorion's solution](#)

369.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Endagorion's solution](#)

370.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Endagorion's solution](#)

371.

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

[Endagorion's solution](#)

372.

1307C

[Cow and Message](#) · [Tutorial](#)

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

[Endagorion's solution](#)

373.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

374.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Endagorion's solution](#)

375.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Endagorion's solution](#)

376.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Endagorion's solution](#)

377.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[Endagorion's solution](#)

378.

1119C

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

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

[Endagorion's solution](#)

379.

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

[Endagorion's solution](#)

380.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

381.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Endagorion's solution](#)

382.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Endagorion's solution](#)

383.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Endagorion's solution](#)

384.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Endagorion's solution](#)

385.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Endagorion's solution](#)

386.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Endagorion's solution](#)

387.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Endagorion's solution](#)

388.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Endagorion's solution](#)

389.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Endagorion's solution](#)

390.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Endagorion's solution](#)

391.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

392.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Endagorion's solution](#)

393.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Endagorion's solution](#)

394.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[Endagorion's solution](#)

395.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,927 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Endagorion's solution](#)

396.

562B

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

397.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[Endagorion's solution](#)

398.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

399.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[Endagorion's solution](#)

400.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Endagorion's solution](#)

401.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[Endagorion's solution](#)

402.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[Endagorion's solution](#)

403.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[Endagorion's solution](#)

404.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[Endagorion's solution](#)

405.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Endagorion's solution](#)

406.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Endagorion's solution](#)

407.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Endagorion's solution](#)

408.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[Endagorion's solution](#)

409.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math

[Endagorion's solution](#)

410.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Endagorion's solution](#)

411.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

412.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[Endagorion's solution](#)

413.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

414.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures

[Endagorion's solution](#)

415.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[Endagorion's solution](#)

416.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · MS C++ (first AC) · Tags: games, greedy

[Endagorion's solution](#)

417.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: combinatorics

[Endagorion's solution](#)

418.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · MS C++ (first AC) · Tags: *special, implementation

[Endagorion's solution](#)

419.

256A

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

Rating: 1500 · first AC: 2012-12-16 · MS C++ (first AC) · Tags: binary search, dp, two pointers

[Endagorion's solution](#)

420.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

421.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[Endagorion's solution](#)

422.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: greedy

[Endagorion's solution](#)

423.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, number theory

[Endagorion's solution](#)

424.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[Endagorion's solution](#)

425.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: binary search, data structures

[Endagorion's solution](#)

426.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: greedy, strings

[Endagorion's solution](#)

427.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: dfs and similar

[Endagorion's solution](#)

428.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · MS C++ (first AC) · Tags: strings

[Endagorion's solution](#)

429.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: strings

[Endagorion's solution](#)

430.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · MS C++ (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

431.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2010-07-26 · GNU C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

432.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: dp, implementation

[Endagorion's solution](#)

433.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Endagorion's solution](#)

434.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Endagorion's solution](#)

435.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Endagorion's solution](#)

436.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Endagorion's solution](#)

437.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Endagorion's solution](#)

438.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Endagorion's solution](#)

439.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Endagorion's solution](#)

440.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Endagorion's solution](#)

441.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Endagorion's solution](#)

442.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Endagorion's solution](#)

443.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Endagorion's solution](#)

444.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Endagorion's solution](#)

445.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Endagorion's solution](#)

446.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[Endagorion's solution](#)

447.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[Endagorion's solution](#)

448.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[Endagorion's solution](#)

449.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[Endagorion's solution](#)

450.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[Endagorion's solution](#)

451.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Endagorion's solution](#)

452.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
[Endagorion's solution](#)

453.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[Endagorion's solution](#)

454.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
[Endagorion's solution](#)

455.

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
[Endagorion's solution](#)

456.

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Endagorion's solution](#)

457.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Endagorion's solution](#)

458.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Endagorion's solution](#)

459.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Endagorion's solution](#)

460.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[Endagorion's solution](#)

461.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Endagorion's solution](#)

462.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Endagorion's solution](#)

463.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Endagorion's solution](#)

464.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

465.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Endagorion's solution](#)

466.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Endagorion's solution](#)

467.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Endagorion's solution](#)

468.

674B

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Endagorion's solution](#)

469.

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Endagorion's solution](#)

470.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[Endagorion's solution](#)

471.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

472.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Endagorion's solution](#)

473.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[Endagorion's solution](#)

474.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Endagorion's solution](#)

475.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Endagorion's solution](#)

476.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Endagorion's solution](#)

477.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[Endagorion's solution](#)

478.

524A

[AS>CfCâCÔ>, C\\$K Ct=C 5D\\$5 DôBC,,E C`NCD5C“ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

[Endagorion's solution](#)

479.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Endagorion's solution](#)

480.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Endagorion's solution](#)

481.

477A

[Dreamoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[Endagorion's solution](#)

482.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math

[Endagorion's solution](#)

483.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[Endagorion's solution](#)

484.

380A

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

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: binary search, brute force

[Endagorion's solution](#)

485.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, implementation, sortings

[Endagorion's solution](#)

486.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++0x (first AC) · Tags: math, number theory

[Endagorion's solution](#)

487.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings, two pointers

[Endagorion's solution](#)

488.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[Endagorion's solution](#)

489.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · last AC: 2013-10-15 · MS C++ (first AC) · Tags: math

[Endagorion's solution](#)

490.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · MS C++ (first AC) · Tags: binary search, math, sortings

[Endagorion's solution](#)

491.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · MS C++ (first AC) · Tags: games, math, number theory

[Endagorion's solution](#)

492.

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Endagorion's solution](#)

493.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: math, number theory

[Endagorion's solution](#)

494.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-03 · GNU C++ (first AC) · Tags: math

[Endagorion's solution](#)

495.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-24 · GNU C++ (first AC) · Tags: greedy, math, number theory

[Endagorion's solution](#)

496.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy

[Endagorion's solution](#)

497.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[Endagorion's solution](#)

498.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: brute force

[Endagorion's solution](#)

499.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[Endagorion's solution](#)

500.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-12 · Python 2 (first AC) · Tags: *special, greedy

[Endagorion's solution](#)

501.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · MS C++ (first AC) · Tags: greedy, math

[Endagorion's solution](#)

502.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · MS C++ (first AC) · Tags: bitmasks

[Endagorion's solution](#)

503.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Endagorion's solution](#)

504.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

505.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-20 · Python 2 (first AC) · Tags: binary search, greedy, number theory

[Endagorion's solution](#)

506.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2012-06-29 · Python 2 (first AC) · Tags: implementation, math

[Endagorion's solution](#)

507.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[Endagorion's solution](#)

508.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

509.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: math

[Endagorion's solution](#)

510.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Endagorion's solution](#)

511.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Endagorion's solution](#)

512.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math

[Endagorion's solution](#)

513.

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2011-12-09 · MS C++ (first AC) · Tags: brute force, geometry, math

[Endagorion's solution](#)

514.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

515.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · MS C++ (first AC) · Tags: binary search

[Endagorion's solution](#)

516.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · MS C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Endagorion's solution](#)

517.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: brute force

[Endagorion's solution](#)

518.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2010-07-09 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[Endagorion's solution](#)

519.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Endagorion's solution](#)

520.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, greedy, math, sortings

[Endagorion's solution](#)

521.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Endagorion's solution](#)

522.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Endagorion's solution](#)

523.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Endagorion's solution](#)

524.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

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525.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

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526.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

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527.

1896D

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Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Endagorion's solution](#)

528.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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529.

1889B

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[Endagorion's solution](#)

530.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
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531.

1810D

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Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Endagorion's solution](#)

532.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Endagorion's solution](#)

533.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Endagorion's solution](#)

534.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[Endagorion's solution](#)

535.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[Endagorion's solution](#)

536.

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
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537.

1687B

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Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
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538.

1677B

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[Endagorion's solution](#)

539.

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
[Endagorion's solution](#)

540.

1628B

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Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Endagorion's solution](#)

541.

1621C

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Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[Endagorion's solution](#)

542.

1608C

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Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Endagorion's solution](#)

543.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Endagorion's solution](#)

544.

1491C

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Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Endagorion's solution](#)

545.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

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546.

1464A

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Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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547.

1392D

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548.

1361A

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549.

1336B

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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

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550.

1329B

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551.

1310A

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552.

1268A

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Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Endagorion's solution](#)

553.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Endagorion's solution](#)

554.

1209D

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[Endagorion's solution](#)

555.

1148C

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

[Endagorion's solution](#)

556.

1168A

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[Endagorion's solution](#)

557.

1091D

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[Endagorion's solution](#)

558.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Endagorion's solution](#)

559.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Endagorion's solution](#)

560.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Endagorion's solution](#)

561.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Endagorion's solution](#)

562.

852G

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Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Endagorion's solution](#)

563.

815A

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Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Endagorion's solution](#)

564.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Endagorion's solution](#)

565.

739A

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Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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566.

718A

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567.

696B

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Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Endagorion's solution](#)

568.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

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569.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

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570.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures

[Endagorion's solution](#)

571.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[Endagorion's solution](#)

572.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[Endagorion's solution](#)

573.

590A

[Median Smoothing](#) · [Tutorial](#)

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574.

582A

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Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Endagorion's solution](#)

575.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Endagorion's solution](#)

576.

578A

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Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[Endagorion's solution](#)

577.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Endagorion's solution](#)

578.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

579.

524B

[BD>D\\$> CÔ0 CÔ0CÂ0D\\$> 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

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580.

498A

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Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[Endagorion's solution](#)

581.

493D

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Quality: 10,201 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, games, math

[Endagorion's solution](#)

582.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,391 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[Endagorion's solution](#)

583.

480B

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Rating: 1700 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[Endagorion's solution](#)

584.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math

[Endagorion's solution](#)

585.

467C

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Quality: 16,581 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: dp, implementation

[Endagorion's solution](#)

586.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2014-09-14 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Endagorion's solution](#)

587.

464A

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Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-09 · last AC: 2014-09-12 · MS C++ (first AC) · Tags: greedy, strings

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588.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[Endagorion's solution](#)

589.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

590.

360A

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Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

591.

316G1

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Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings

[Endagorion's solution](#)

592.

295B

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Quality: 17,657 global accepts · Rating: 1700 · first AC: 2013-04-11 · MS C++ (first AC) · Tags: dp, graphs, shortest paths

[Endagorion's solution](#)

593.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: implementation, math

[Endagorion's solution](#)

594.

290C

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Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · Python 2 (first AC) · Tags: *special, graph matchings, implementation, trees

[Endagorion's solution](#)

595.

276D

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Quality: 16,369 global accepts · Rating: 1700 · first AC: 2013-02-24 · MS C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Endagorion's solution](#)

596.

269B

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Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · MS C++ (first AC) · Tags: dp

[Endagorion's solution](#)

597.

213A

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Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-12-21 · MS C++ (first AC) · Tags: dfs and similar, greedy

[Endagorion's solution](#)

598.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: data structures, expression parsing, implementation

[Endagorion's solution](#)

599.

203D

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Quality: 1,513 global accepts · Rating: 1700 · first AC: 2012-07-07 · Python 2 (first AC) · Tags: geometry, implementation, math

[Endagorion's solution](#)

600.

201A

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Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-07-06 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[Endagorion's solution](#)

601.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[Endagorion's solution](#)

602.

191B

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Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy

[Endagorion's solution](#)

603.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2012-04-27 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

604.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[Endagorion's solution](#)

605.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

606.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[Endagorion's solution](#)

607.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Endagorion's solution](#)

608.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force

[Endagorion's solution](#)

609.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[Endagorion's solution](#)

610.

30B

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Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

611.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[Endagorion's solution](#)

612.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2011-08-03 · MS C++ (first AC) · Tags: binary search, data structures, dp

[Endagorion's solution](#)

613.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Endagorion's solution](#)

614.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Endagorion's solution](#)

615.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

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616.

2035D

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[Endagorion's solution](#)

617.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

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618.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Endagorion's solution](#)

619.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Endagorion's solution](#)

620.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Endagorion's solution](#)

621.

1793D

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Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Endagorion's solution](#)

622.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Endagorion's solution](#)

623.

1769D1

[A,3D0C! CT2DôBCæC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Endagorion's solution](#)

624.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Endagorion's solution](#)

625.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Endagorion's solution](#)

626.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Endagorion's solution](#)

627.

1637D

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

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

[Endagorion's solution](#)

628.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Endagorion's solution](#)

629.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Endagorion's solution](#)

630.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Endagorion's solution](#)

631.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Endagorion's solution](#)

632.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Endagorion's solution](#)

633.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Endagorion's solution](#)

634.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Endagorion's solution](#)

635.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Endagorion's solution](#)

636.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Endagorion's solution](#)

637.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Endagorion's solution](#)

638.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Endagorion's solution](#)

639.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Endagorion's solution](#)

640.

1441A

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[Endagorion's solution](#)

641.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Endagorion's solution](#)

642.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Endagorion's solution](#)

643.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Endagorion's solution](#)

644.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Endagorion's solution](#)

645.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Endagorion's solution](#)

646.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

647.

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

[Endagorion's solution](#)

648.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Endagorion's solution](#)

649.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Endagorion's solution](#)

650.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Endagorion's solution](#)

651.

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

[Endagorion's solution](#)

652.

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

[Endagorion's solution](#)

653.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Endagorion's solution](#)

654.

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

[Endagorion's solution](#)

655.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · last AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[Endagorion's solution](#)

656.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Endagorion's solution](#)

657.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Endagorion's solution](#)

658.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Endagorion's solution](#)

659.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Endagorion's solution](#)

660.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Endagorion's solution](#)

661.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

662.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[Endagorion's solution](#)

663.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Endagorion's solution](#)

664.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[Endagorion's solution](#)

665.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Endagorion's solution](#)

666.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[Endagorion's solution](#)

667.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Endagorion's solution](#)

668.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

669.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[Endagorion's solution](#)

670.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Endagorion's solution](#)

671.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[Endagorion's solution](#)

672.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[Endagorion's solution](#)

673.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[Endagorion's solution](#)

674.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[Endagorion's solution](#)

675.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: string suffix structures, strings

[Endagorion's solution](#)

676.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry,

trees

[Endagorion's solution](#)

677.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[Endagorion's solution](#)

678.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[Endagorion's solution](#)

679.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

680.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[Endagorion's solution](#)

681.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: dp, greedy, implementation, math

[Endagorion's solution](#)

682.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy

[Endagorion's solution](#)

683.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-25 · GNU C++ (first AC) · Tags: binary search, math

[Endagorion's solution](#)

684.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · MS C++ (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

685.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · MS C++ (first AC) · Tags: binary search, brute force, math

[Endagorion's solution](#)

686.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

687.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

688.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: dp

[Endagorion's solution](#)

689.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: constructive algorithms, data structures

[Endagorion's solution](#)

690.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-07-06 · MS C++ (first AC) · Tags: math, ternary search

[Endagorion's solution](#)

691.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: dp, shortest paths

[Endagorion's solution](#)

692.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, ternary search

[Endagorion's solution](#)

693.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[Endagorion's solution](#)

694.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Endagorion's solution](#)

695.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Endagorion's solution](#)

696.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: hashing, implementation

[Endagorion's solution](#)

697.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Endagorion's solution](#)

698.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Endagorion's solution](#)

699.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

700.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[Endagorion's solution](#)

701.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2011-12-03 · MS C++ (first AC) · Tags: dp

[Endagorion's solution](#)

702.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: binary search, implementation

[Endagorion's solution](#)

703.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: dp, probabilities

[Endagorion's solution](#)

704.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-03-05 · MS C++ (first AC) · Tags: implementation, math

[Endagorion's solution](#)

705.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · MS C++ (first AC) · Tags: math

[Endagorion's solution](#)

706.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: brute force, number theory

[Endagorion's solution](#)

707.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · MS C++ (first AC) · Tags: binary search, math, sortings

[Endagorion's solution](#)

708.

24C

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

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2010-07-26 · GNU C++ (first AC) · Tags: geometry, implementation, math

[Endagorion's solution](#)

709.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Endagorion's solution](#)

710.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Endagorion's solution](#)

711.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Endagorion's solution](#)

712.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Endagorion's solution](#)

713.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Endagorion's solution](#)

714.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Endagorion's solution](#)

715.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Endagorion's solution](#)

716.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Endagorion's solution](#)

717.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Endagorion's solution](#)

718.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Endagorion's solution](#)

719.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings
[Endagorion's solution](#)

720.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Endagorion's solution](#)

721.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[Endagorion's solution](#)

722.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[Endagorion's solution](#)

723.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[Endagorion's solution](#)

724.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
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725.

1704D

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726.

1707B

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727.

1696D

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728.

1677C

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729.

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

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730.

1545B

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731.

1479B1

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732.

1477B

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733.

1470B

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734.

1404B

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735.

1423B

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736.

1428D

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737.

1375D

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738.

1361B

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[Endagorion's solution](#)

739.

1305D

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similar, interactive, trees

[Endagorion's solution](#)

740.

1307D

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[Endagorion's solution](#)

741.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Endagorion's solution](#)

742.

1264B

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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Endagorion's solution](#)

743.

1242B

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Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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744.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Endagorion's solution](#)

745.

1205B

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Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Endagorion's solution](#)

746.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Endagorion's solution](#)

747.

1161B

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Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Endagorion's solution](#)

748.

1119E

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749.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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750.

1074B

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

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[Endagorion's solution](#)

751.

1043E

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[Endagorion's solution](#)

752.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

753.

993B

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

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[Endagorion's solution](#)

754.

981D

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[Endagorion's solution](#)

755.

848B

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Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Endagorion's solution](#)

756.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[Endagorion's solution](#)

757.

739B

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[Endagorion's solution](#)

758.

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Endagorion's solution](#)

759.

722D

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Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and

similar, greedy, strings, trees

[Endagorion's solution](#)

760.

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Endagorion's solution](#)

761.

691E

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Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: matrices

[Endagorion's solution](#)

762.

687C

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[Endagorion's solution](#)

763.

607B

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Quality: 16,309 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Endagorion's solution](#)

764.

582B

[Once Again...](#) · [Tutorial](#)

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[Endagorion's solution](#)

765.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

766.

562D

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Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

767.

553B

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[Endagorion's solution](#)

768.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

769.

547B

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Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Endagorion's solution](#)

770.

540D

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Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: dp, probabilities

[Endagorion's solution](#)

771.

535D

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Quality: 4,679 global accepts · Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Endagorion's solution](#)

772.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Endagorion's solution](#)

773.

524C

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Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

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774.

512B

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Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Endagorion's solution](#)

775.

506A

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Rating: 1900 · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: dp

[Endagorion's solution](#)

776.

480C

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Rating: 1900 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation

[Endagorion's solution](#)

777.

477B

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Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[Endagorion's solution](#)

778.

472D

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Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Endagorion's solution](#)

779.

6E

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Quality: 3,864 global accepts · Rating: 1900 · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

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780.

452D

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Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

781.

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[Endagorion's solution](#)

782.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: data structures, graphs, implementation, two pointers

[Endagorion's solution](#)

783.

418B

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Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

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784.

388B

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Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

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785.

372B

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Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: brute force, divide and conquer, dp

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786.

367B

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787.

356B

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788.

351B

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Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: combinatorics, dp, probabilities

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789.

343C

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Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[Endagorion's solution](#)

790.

342C

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Quality: 1,995 global accepts · Rating: 1900 · first AC: 2013-09-11 · Python 2 (first AC) · Tags: geometry

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791.

319B

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Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

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792.

308C

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Rating: 1900 · first AC: 2013-05-17 · MS C++ (first AC) · Tags: —

[Endagorion's solution](#)

793.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: data structures

[Endagorion's solution](#)

794.

261B

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Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · MS C++ (first AC) · Tags: dp, math, probabilities

[Endagorion's solution](#)

795.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-11 · MS C++ (first AC) · Tags: greedy, math

[Endagorion's solution](#)

796.

37C

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Quality: 2,153 global accepts · Rating: 1900 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[Endagorion's solution](#)

797.

223C

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Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: combinatorics, math, number theory

[Endagorion's solution](#)

798.

191C

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Quality: 9,222 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Endagorion's solution](#)

799.

173C

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Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[Endagorion's solution](#)

800.

158E

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Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, dp, sortings

[Endagorion's solution](#)

801.

135C

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Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-10 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[Endagorion's solution](#)

802.

19B

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Quality: 5,823 global accepts · Rating: 1900 · first AC: 2010-06-24 · MS C++ (first AC) · Tags: dp

[Endagorion's solution](#)

803.

57C

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Quality: 4,005 global accepts · Rating: 1900 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: combinatorics, math

[Endagorion's solution](#)

804.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: brute force, combinatorics, number theory

[Endagorion's solution](#)

805.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, probabilities

[Endagorion's solution](#)

806.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: dp, dsu, trees

[Endagorion's solution](#)

807.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · MS C++ (first AC) · Tags: binary search, data structures, number theory

[Endagorion's solution](#)

808.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-14 · GNU C++ (first AC) · Tags: games

[Endagorion's solution](#)

809.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[Endagorion's solution](#)

810.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Endagorion's solution](#)

811.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Endagorion's solution](#)

812.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Endagorion's solution](#)

813.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Endagorion's solution](#)

814.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Endagorion's solution](#)

815.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Endagorion's solution](#)

816.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Endagorion's solution](#)

817.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Endagorion's solution](#)

818.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Endagorion's solution](#)

819.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Endagorion's solution](#)

820.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Endagorion's solution](#)

821.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Endagorion's solution](#)

822.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Endagorion's solution](#)

823.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Endagorion's solution](#)

824.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Endagorion's solution](#)

825.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Endagorion's solution](#)

826.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

827.

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

[Endagorion's solution](#)

828.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Endagorion's solution](#)

829.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Endagorion's solution](#)

830.

1696E

[Placing Jinas](#) · [Tutorial](#)

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

[Endagorion's solution](#)

831.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Endagorion's solution](#)

832.

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

[Endagorion's solution](#)

833.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Endagorion's solution](#)

834.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Endagorion's solution](#)

835.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Endagorion's solution](#)

836.

1563C

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

Rating: 2000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

837.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Endagorion's solution](#)

838.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Endagorion's solution](#)

839.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Endagorion's solution](#)

840.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Endagorion's solution](#)

841.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Endagorion's solution](#)

842.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Endagorion's solution](#)

843.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, graphs, greedy, implementation, math, two pointers

[Endagorion's solution](#)

844.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Endagorion's solution](#)

845.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[Endagorion's solution](#)

846.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Endagorion's solution](#)

847.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Endagorion's solution](#)

848.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Endagorion's solution](#)

849.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Endagorion's solution](#)

850.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Endagorion's solution](#)

851.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Endagorion's solution](#)

852.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[Endagorion's solution](#)

853.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[Endagorion's solution](#)

854.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Endagorion's solution](#)

855.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Endagorion's solution](#)

856.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[Endagorion's solution](#)

857.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Endagorion's solution](#)

858.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[Endagorion's solution](#)

859.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-16 · Python 2 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Endagorion's solution](#)

860.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Endagorion's solution](#)

861.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[Endagorion's solution](#)

862.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Endagorion's solution](#)

863.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Endagorion's solution](#)

864.

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · Python 2 (first AC) · Tags: —

[Endagorion's solution](#)

865.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: dfs and similar

[Endagorion's solution](#)

866.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

867.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Endagorion's solution](#)

868.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: *special, data structures

[Endagorion's solution](#)

869.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Endagorion's solution](#)

870.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[Endagorion's solution](#)

871.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[Endagorion's solution](#)

872.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[Endagorion's solution](#)

873.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: math

[Endagorion's solution](#)

874.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[Endagorion's solution](#)

875.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, implementation

[Endagorion's solution](#)

876.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Endagorion's solution](#)

877.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Endagorion's solution](#)

878.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Endagorion's solution](#)

879.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: data structures, schedules

[Endagorion's solution](#)

880.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[Endagorion's solution](#)

881.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-20 · MS C++ (first AC) · Tags: dp, strings

[Endagorion's solution](#)

882.

341C

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

Rating: 2000 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

883.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Endagorion's solution](#)

884.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: brute force, implementation

[Endagorion's solution](#)

885.

308A

[Morning run](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-05-17 · MS C++ (first AC) · Tags: —

[Endagorion's solution](#)

886.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: brute force

[Endagorion's solution](#)

887.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[Endagorion's solution](#)

888.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-12-22 · MS C++ (first AC) · Tags: dp

[Endagorion's solution](#)

889.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2012-12-07 · MS C++ (first AC) · Tags: brute force

[Endagorion's solution](#)

890.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-18 · MS C++ (first AC) · Tags: graphs, sortings

[Endagorion's solution](#)

891.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

892.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

893.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Endagorion's solution](#)

894.

164B

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

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: two pointers

[Endagorion's solution](#)

895.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Endagorion's solution](#)

896.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, dp

[Endagorion's solution](#)

897.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Endagorion's solution](#)

898.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: combinatorics, dp

[Endagorion's solution](#)

899.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · MS C++ (first AC) · Tags: geometry

[Endagorion's solution](#)

900.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · MS C++ (first AC) · Tags: dp

[Endagorion's solution](#)

901.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-03 · MS C++ (first AC) · Tags: implementation, math

[Endagorion's solution](#)

902.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: constructive algorithms, sortings

[Endagorion's solution](#)

903.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

904.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2010-05-06 · GNU C++ (first AC) · Tags: geometry, implementation

[Endagorion's solution](#)

905.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: number theory

[Endagorion's solution](#)

906.

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2010-03-17 · MS C++ (first AC) · Tags: dp, math

[Endagorion's solution](#)

907.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Endagorion's solution](#)

908.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Endagorion's solution](#)

909.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Endagorion's solution](#)

910.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Endagorion's solution](#)

911.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Endagorion's solution](#)

912.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Endagorion's solution](#)

913.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Endagorion's solution](#)

914.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Endagorion's solution](#)

915.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Endagorion's solution](#)

916.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Endagorion's solution](#)

917.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Endagorion's solution](#)

918.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Endagorion's solution](#)

919.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Endagorion's solution](#)

920.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Endagorion's solution](#)

921.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Endagorion's solution](#)

922.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Endagorion's solution](#)

923.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[Endagorion's solution](#)

924.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Endagorion's solution](#)

925.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Endagorion's solution](#)

926.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Endagorion's solution](#)

927.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

928.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Endagorion's solution](#)

929.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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1305E

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1024.

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587C

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553C

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Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Endagorion's solution](#)

1031.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Endagorion's solution](#)

1032.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Endagorion's solution](#)

1033.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-05-02 · last AC: 2015-05-02 · GNU C++11 (first AC) · Tags: brute force, data

structures, math, sortings

[Endagorion's solution](#)

1034.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Endagorion's solution](#)

1035.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Endagorion's solution](#)

1036.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Endagorion's solution](#)

1037.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: dp, matrices

[Endagorion's solution](#)

1038.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

1039.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: flows

[Endagorion's solution](#)

1040.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Endagorion's solution](#)

1041.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: bitmasks, greedy

[Endagorion's solution](#)

1042.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: data structures

[Endagorion's solution](#)

1043.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[Endagorion's solution](#)

1044.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[Endagorion's solution](#)

1045.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[Endagorion's solution](#)

1046.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Endagorion's solution](#)

1047.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: greedy

[Endagorion's solution](#)

1048.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · MS C++ (first AC) · Tags: greedy, math

[Endagorion's solution](#)

1049.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · MS C++ (first AC) · Tags: implementation

[Endagorion's solution](#)

1050.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2012-12-16 · MS C++ (first AC) · Tags: games

[Endagorion's solution](#)

1051.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[Endagorion's solution](#)

1052.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2012-04-27 · GNU C++ (first AC) · Tags: dfs and similar

[Endagorion's solution](#)

1053.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, dfs and similar, expression parsing

[Endagorion's solution](#)

1054.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: data structures, math, probabilities

[Endagorion's solution](#)

1055.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-09-15 · MS C++ (first AC) · Tags: math

[Endagorion's solution](#)

1056.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Endagorion's solution](#)

1057.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Endagorion's solution](#)

1058.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Endagorion's solution](#)

1059.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Endagorion's solution](#)

1060.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Endagorion's solution](#)

1061.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Endagorion's solution](#)

1062.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Endagorion's solution](#)

1063.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Endagorion's solution](#)

1064.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Endagorion's solution](#)

1065.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Endagorion's solution](#)

1066.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Endagorion's solution](#)

1067.

1769D3

[A..3D700f4CT2DôBCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Endagorion's solution](#)

1068.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Endagorion's solution](#)

1069.

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

[Endagorion's solution](#)

1070.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Endagorion's solution](#)

1071.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Endagorion's solution](#)

1072.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Endagorion's solution](#)

1073.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Endagorion's solution](#)

1074.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Endagorion's solution](#)

1075.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Endagorion's solution](#)

1076.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Endagorion's solution](#)

1077.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Endagorion's solution](#)

1078.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Endagorion's solution](#)

1079.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

1080.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Endagorion's solution](#)

1081.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Endagorion's solution](#)

1082.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Endagorion's solution](#)

1083.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Endagorion's solution](#)

1084.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[Endagorion's solution](#)

1085.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry,

math

[Endagorion's solution](#)

1086.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Endagorion's solution](#)

1087.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Endagorion's solution](#)

1088.

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

[Endagorion's solution](#)

1089.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Endagorion's solution](#)

1090.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[Endagorion's solution](#)

1091.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Endagorion's solution](#)

1092.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Endagorion's solution](#)

1093.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Endagorion's solution](#)

1094.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Endagorion's solution](#)

1095.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Endagorion's solution](#)

1096.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1097.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Endagorion's solution](#)

1098.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[Endagorion's solution](#)

1099.

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1100.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[Endagorion's solution](#)

1101.

549B

[Lookserv Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Endagorion's solution](#)

1102.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Endagorion's solution](#)

1103.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[Endagorion's solution](#)

1104.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[Endagorion's solution](#)

1105.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[Endagorion's solution](#)

1106.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[Endagorion's solution](#)

1107.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: binary search, dp

[Endagorion's solution](#)

1108.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[Endagorion's solution](#)

1109.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[Endagorion's solution](#)

1110.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[Endagorion's solution](#)

1111.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Endagorion's solution](#)

1112.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Endagorion's solution](#)

1113.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[Endagorion's solution](#)

1114.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[Endagorion's solution](#)

1115.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: brute force, number theory

[Endagorion's solution](#)

1116.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: string suffix structures

[Endagorion's solution](#)

1117.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-20 · GNU C++ (first AC) · Tags: dp, games

[Endagorion's solution](#)

1118.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[Endagorion's solution](#)

1119.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[Endagorion's solution](#)

1120.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-12-22 · MS C++ (first AC) · Tags: constructive algorithms, geometry

[Endagorion's solution](#)

1121.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

1122.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: games, math

[Endagorion's solution](#)

1123.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

1124.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-20 · MS C++ (first AC) · Tags: math

[Endagorion's solution](#)

1125.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2011-10-06 · MS C++ (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Endagorion's solution](#)

1126.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2011-09-03 · MS C++ (first AC) · Tags: combinatorics, dp

[Endagorion's solution](#)

1127.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Endagorion's solution](#)

1128.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

sortings

[Endagorion's solution](#)

1129.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Endagorion's solution](#)

1130.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

1131.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Endagorion's solution](#)

1132.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Endagorion's solution](#)

1133.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Endagorion's solution](#)

1134.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Endagorion's solution](#)

1135.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Endagorion's solution](#)

1136.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Endagorion's solution](#)

1137.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Endagorion's solution](#)

1138.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp,

greedy

[Endagorion's solution](#)

1139.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Endagorion's solution](#)

1140.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Endagorion's solution](#)

1141.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Endagorion's solution](#)

1142.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Endagorion's solution](#)

1143.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Endagorion's solution](#)

1144.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Endagorion's solution](#)

1145.

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

[Endagorion's solution](#)

1146.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Endagorion's solution](#)

1147.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Endagorion's solution](#)

1148.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Endagorion's solution](#)

1149.

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

[Endagorion's solution](#)

1150.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Endagorion's solution](#)

1151.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

1152.

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

[Endagorion's solution](#)

1153.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Endagorion's solution](#)

1154.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Endagorion's solution](#)

1155.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Endagorion's solution](#)

1156.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[Endagorion's solution](#)

1157.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Endagorion's solution](#)

1158.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and

conquer, number theory, trees

[Endagorion's solution](#)

1159.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Endagorion's solution](#)

1160.

1441B

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

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Endagorion's solution](#)

1161.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Endagorion's solution](#)

1162.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Endagorion's solution](#)

1163.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Endagorion's solution](#)

1164.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Endagorion's solution](#)

1165.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Endagorion's solution](#)

1166.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[Endagorion's solution](#)

1167.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Endagorion's solution](#)

1168.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs,

greedy, implementation, math, sortings

[Endagorion's solution](#)

1169.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Endagorion's solution](#)

1170.

1074D

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

Rating: 2400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[Endagorion's solution](#)

1171.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Endagorion's solution](#)

1172.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Endagorion's solution](#)

1173.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[Endagorion's solution](#)

1174.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Endagorion's solution](#)

1175.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Endagorion's solution](#)

1176.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1177.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Endagorion's solution](#)

1178.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math, probabilities

[Endagorion's solution](#)

1179.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-19 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[Endagorion's solution](#)

1180.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry

[Endagorion's solution](#)

1181.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Endagorion's solution](#)

1182.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[Endagorion's solution](#)

1183.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1184.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[Endagorion's solution](#)

1185.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[Endagorion's solution](#)

1186.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[Endagorion's solution](#)

1187.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[Endagorion's solution](#)

1188.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[Endagorion's solution](#)

1189.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[Endagorion's solution](#)

1190.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[Endagorion's solution](#)

1191.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Endagorion's solution](#)

1192.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Endagorion's solution](#)

1193.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: graphs, implementation

[Endagorion's solution](#)

1194.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[Endagorion's solution](#)

1195.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[Endagorion's solution](#)

1196.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

1197.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-11 · MS C++ (first AC) · Tags: combinatorics, dp

[Endagorion's solution](#)

1198.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-16 · MS C++ (first AC) · Tags: data structures

[Endagorion's solution](#)

1199.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: data structures, two pointers

[Endagorion's solution](#)

1200.

119E

[Alternative Reality](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2400 · first AC: 2011-10-14 · MS C++ (first AC) · Tags: geometry

[Endagorion's solution](#)

1201.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2011-08-23 · MS C++ (first AC) · Tags: dp, graphs, matrices

[Endagorion's solution](#)

1202.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2011-05-13 · MS C++ (first AC) · Tags: dp, math, number theory

[Endagorion's solution](#)

1203.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Endagorion's solution](#)

1204.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Endagorion's solution](#)

1205.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Endagorion's solution](#)

1206.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Endagorion's solution](#)

1207.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Endagorion's solution](#)

1208.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Endagorion's solution](#)

1209.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Endagorion's solution](#)

1210.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Endagorion's solution](#)

1211.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Endagorion's solution](#)

1212.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Endagorion's solution](#)

1213.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[Endagorion's solution](#)

1214.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[Endagorion's solution](#)

1215.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Endagorion's solution](#)

1216.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Endagorion's solution](#)

1217.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Endagorion's solution](#)

1218.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Endagorion's solution](#)

1219.

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

[Endagorion's solution](#)

1220.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Endagorion's solution](#)

1221.

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

[Endagorion's solution](#)

1222.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Endagorion's solution](#)

1223.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Endagorion's solution](#)

1224.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Endagorion's solution](#)

1225.

1438E

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

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Endagorion's solution](#)

1226.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Endagorion's solution](#)

1227.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Endagorion's solution](#)

1228.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Endagorion's solution](#)

1229.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Endagorion's solution](#)

1230.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Endagorion's solution](#)

1231.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Endagorion's solution](#)**1232.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Endagorion's solution](#)**1233.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Endagorion's solution](#)**1234.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Endagorion's solution](#)**1235.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Endagorion's solution](#)**1236.**

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

[Endagorion's solution](#)**1237.**

1310B

[Double Elimination](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Endagorion's solution](#)**1238.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Endagorion's solution](#)**1239.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Endagorion's solution](#)**1240.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Endagorion's solution](#)

1241.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Endagorion's solution](#)

1242.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Endagorion's solution](#)

1243.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Endagorion's solution](#)

1244.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Endagorion's solution](#)

1245.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Endagorion's solution](#)

1246.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[Endagorion's solution](#)

1247.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Endagorion's solution](#)

1248.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Endagorion's solution](#)

1249.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Endagorion's solution](#)

1250.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Endagorion's solution](#)

1251.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Endagorion's solution](#)

1252.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Endagorion's solution](#)

1253.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Endagorion's solution](#)

1254.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Endagorion's solution](#)

1255.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Endagorion's solution](#)

1256.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Endagorion's solution](#)

1257.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Endagorion's solution](#)

1258.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[Endagorion's solution](#)

1259.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Endagorion's solution](#)

1260.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Endagorion's solution](#)

1261.

562E

[Max and Min](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1262.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Endagorion's solution](#)

1263.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: implementation, math

[Endagorion's solution](#)

1264.

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, combinatorics, implementation

[Endagorion's solution](#)

1265.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, data structures

[Endagorion's solution](#)

1266.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2014-09-27 · GNU C++0x (first AC) · Tags: divide and conquer, dp

[Endagorion's solution](#)

1267.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · Python 2 (first AC) · Tags: binary search, constructive algorithms, math

[Endagorion's solution](#)

1268.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, greedy

[Endagorion's solution](#)

1269.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Endagorion's solution](#)

1270.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: dp

[Endagorion's solution](#)

1271.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: combinatorics, dp

[Endagorion's solution](#)

1272.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-09-27 · MS C++ (first AC) · Tags: brute force, data structures

[Endagorion's solution](#)

1273.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-09-03 · GNU C++ (first AC) · Tags: data structures

[Endagorion's solution](#)

1274.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

1275.

301C

[Yaroslav and Algorithm](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2500 · first AC: 2013-05-05 · MS C++ (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

1276.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-11 · MS C++ (first AC) · Tags: data structures

[Endagorion's solution](#)

1277.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: brute force, dp

[Endagorion's solution](#)

1278.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: combinatorics

[Endagorion's solution](#)

1279.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2012-02-28 · GNU C++ (first AC) · Tags: data structures, geometry

[Endagorion's solution](#)

1280.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2011-12-09 · last AC: 2011-12-09 · MS C++ (first AC) · Tags: brute force, dfs and similar, implementation

[Endagorion's solution](#)

1281.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: dp, math

[Endagorion's solution](#)

1282.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-27 · MS C++ (first AC) · Tags: divide and conquer, math

[Endagorion's solution](#)

1283.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Endagorion's solution](#)

1284.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Endagorion's solution](#)

1285.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Endagorion's solution](#)

1286.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Endagorion's solution](#)

1287.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Endagorion's solution](#)

1288.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Endagorion's solution](#)

1289.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Endagorion's solution](#)

1290.

1844F1

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Endagorion's solution](#)

1291.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Endagorion's solution](#)

1292.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Endagorion's solution](#)

1293.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Endagorion's solution](#)

1294.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

1295.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Endagorion's solution](#)

1296.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Endagorion's solution](#)

1297.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

1298.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Endagorion's solution](#)

1299.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Endagorion's solution](#)

1300.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Endagorion's solution](#)

1301.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Endagorion's solution](#)

1302.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Endagorion's solution](#)

1303.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Endagorion's solution](#)

1304.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy

[Endagorion's solution](#)

1305.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, probabilities

[Endagorion's solution](#)

1306.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Endagorion's solution](#)

1307.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Endagorion's solution](#)

1308.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Endagorion's solution](#)

1309.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[Endagorion's solution](#)

1310.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Endagorion's solution](#)

1311.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Endagorion's solution](#)

1312.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Endagorion's solution](#)

1313.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Endagorion's solution](#)

1314.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Endagorion's solution](#)

1315.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Endagorion's solution](#)

1316.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Endagorion's solution](#)

1317.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

1318.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Endagorion's solution](#)

1319.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[Endagorion's solution](#)

1320.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Endagorion's solution](#)

1321.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Endagorion's solution](#)

1322.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Endagorion's solution](#)

1323.

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: data structures

[Endagorion's solution](#)

1324.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: geometry

[Endagorion's solution](#)

1325.

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1326.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · last AC: 2016-04-16 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[Endagorion's solution](#)

1327.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[Endagorion's solution](#)

1328.

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1329.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1330.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1331.

528C

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

Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

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1332.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[Endagorion's solution](#)

1333.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[Endagorion's solution](#)

1334.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: implementation, math

[Endagorion's solution](#)

1335.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities

[Endagorion's solution](#)

1336.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: dp, graphs

[Endagorion's solution](#)

1337.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-19 · last AC: 2014-06-23 · GNU C++ (first AC) · Tags: data structures, trees

[Endagorion's solution](#)

1338.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2014-04-23 · GNU C++ (first AC) · Tags: geometry

[Endagorion's solution](#)

1339.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-13 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Endagorion's solution](#)

1340.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2013-09-20 · MS C++ (first AC) · Tags: dp, graphs, shortest paths

[Endagorion's solution](#)

1341.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-08-24 · GNU C++ (first AC) · Tags: data structures

[Endagorion's solution](#)

1342.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · MS C++ (first AC) · Tags: data structures, dp, graphs, sortings

[Endagorion's solution](#)

1343.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, number theory

[Endagorion's solution](#)

1344.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: data structures, sortings

[Endagorion's solution](#)

1345.

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2012-03-08 · Python 2 (first AC) · Tags: math

[Endagorion's solution](#)

1346.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: games

[Endagorion's solution](#)

1347.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2010-05-06 · GNU C++ (first AC) · Tags: dp, geometry

[Endagorion's solution](#)

1348.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Endagorion's solution](#)

1349.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Endagorion's solution](#)

1350.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Endagorion's solution](#)

1351.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Endagorion's solution](#)

1352.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Endagorion's solution](#)

1353.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Endagorion's solution](#)

1354.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[Endagorion's solution](#)

1355.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Endagorion's solution](#)

1356.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Endagorion's solution](#)

1357.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Endagorion's solution](#)

1358.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Endagorion's solution](#)

1359.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[Endagorion's solution](#)

1360.

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation

[Endagorion's solution](#)

1361.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Endagorion's solution](#)

1362.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Endagorion's solution](#)

1363.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Endagorion's solution](#)

1364.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Endagorion's solution](#)

1365.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Endagorion's solution](#)

1366.

1271F

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

Quality: 260 global accepts · Rating: 2700 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Endagorion's solution](#)

1367.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Endagorion's solution](#)

1368.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[Endagorion's solution](#)

1369.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Endagorion's solution](#)

1370.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Endagorion's solution](#)

1371.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[Endagorion's solution](#)

1372.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Endagorion's solution](#)

1373.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Endagorion's solution](#)

1374.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Endagorion's solution](#)

1375.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Endagorion's solution](#)

1376.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Endagorion's solution](#)

1377.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Endagorion's solution](#)

1378.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Endagorion's solution](#)

1379.

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

[Endagorion's solution](#)

1380.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Endagorion's solution](#)

1381.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Endagorion's solution](#)

1382.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Endagorion's solution](#)

1383.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Endagorion's solution](#)

1384.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Endagorion's solution](#)

1385.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[Endagorion's solution](#)

1386.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Endagorion's solution](#)

1387.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Endagorion's solution](#)

1388.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[Endagorion's solution](#)

1389.

690F2

[Tree of Life \(medium\)](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, trees

[Endagorion's solution](#)

1390.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[Endagorion's solution](#)

1391.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Endagorion's solution](#)

1392.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Endagorion's solution](#)

1393.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

1394.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dp, greedy

[Endagorion's solution](#)

1395.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: dp, matrices

[Endagorion's solution](#)

1396.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[Endagorion's solution](#)

1397.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, matrices

[Endagorion's solution](#)

1398.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: data structures

[Endagorion's solution](#)

1399.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, trees

[Endagorion's solution](#)

1400.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp, strings

[Endagorion's solution](#)

1401.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: constructive algorithms, math, matrices

[Endagorion's solution](#)

1402.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[Endagorion's solution](#)

1403.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-04-22 · last AC: 2013-04-22 · GNU C++ (first AC) · Tags: geometry, math, probabilities, two pointers

[Endagorion's solution](#)

1404.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2012-12-22 · MS C++ (first AC) · Tags: data structures, hashing, strings

[Endagorion's solution](#)

1405.

54E

[Vacuum Bots](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2012-03-08 · GNU C++ (first AC) · Tags: geometry

[Endagorion's solution](#)

1406.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Endagorion's solution](#)

1407.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp,

math

[Endagorion's solution](#)

1408.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Endagorion's solution](#)

1409.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Endagorion's solution](#)

1410.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Endagorion's solution](#)

1411.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Endagorion's solution](#)

1412.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Endagorion's solution](#)

1413.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Endagorion's solution](#)

1414.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Endagorion's solution](#)

1415.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Endagorion's solution](#)

1416.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Endagorion's solution](#)

1417.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities

[Endagorion's solution](#)

1418.

838F

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

Quality: 112 global accepts · Rating: 2800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Endagorion's solution](#)

1419.

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

1420.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Endagorion's solution](#)

1421.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Endagorion's solution](#)

1422.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Endagorion's solution](#)

1423.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Endagorion's solution](#)

1424.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Endagorion's solution](#)

1425.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Endagorion's solution](#)

1426.

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

[Endagorion's solution](#)

1427.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Endagorion's solution](#)

1428.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[Endagorion's solution](#)

1429.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Endagorion's solution](#)

1430.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Endagorion's solution](#)

1431.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees

[Endagorion's solution](#)

1432.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[Endagorion's solution](#)

1433.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[Endagorion's solution](#)

1434.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

1435.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Endagorion's solution](#)

1436.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math

[Endagorion's solution](#)

1437.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Endagorion's solution](#)

1438.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Endagorion's solution](#)

1439.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Endagorion's solution](#)

1440.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Endagorion's solution](#)

1441.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[Endagorion's solution](#)

1442.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Endagorion's solution](#)

1443.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[Endagorion's solution](#)

1444.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, strings

[Endagorion's solution](#)

1445.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Endagorion's solution](#)

1446.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Endagorion's solution](#)

1447.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Endagorion's solution](#)

1448.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[Endagorion's solution](#)

1449.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2021-11-20 · last AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, math

[Endagorion's solution](#)

1450.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Endagorion's solution](#)

1451.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[Endagorion's solution](#)

1452.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[Endagorion's solution](#)

1453.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Endagorion's solution](#)

1454.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Endagorion's solution](#)

1455.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Endagorion's solution](#)

1456.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[Endagorion's solution](#)

1457.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Endagorion's solution](#)

1458.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Endagorion's solution](#)

1459.

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, greedy

[Endagorion's solution](#)

1460.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Endagorion's solution](#)

1461.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Endagorion's solution](#)

1462.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Endagorion's solution](#)

1463.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[Endagorion's solution](#)

1464.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Endagorion's solution](#)

1465.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Endagorion's solution](#)

1466.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Endagorion's solution](#)

1467.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Endagorion's solution](#)

1468.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, number theory

[Endagorion's solution](#)

1469.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[Endagorion's solution](#)

1470.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dp

[Endagorion's solution](#)

1471.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · last AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[Endagorion's solution](#)

1472.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Endagorion's solution](#)

1473.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Endagorion's solution](#)

1474.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[Endagorion's solution](#)

1475.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: dsu, math

[Endagorion's solution](#)

1476.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Endagorion's solution](#)

1477.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: dp, implementation, math

[Endagorion's solution](#)

1478.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2010-06-24 · last AC: 2011-11-09 · MS C++ (first AC) · Tags: data structures

[Endagorion's solution](#)

1479.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2010-09-24 · MS C++ (first AC) · Tags: binary search, constructive algorithms, data

structures, greedy, hashing, strings

[Endagorion's solution](#)

1480.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Endagorion's solution](#)

1481.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Endagorion's solution](#)

1482.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

1483.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Endagorion's solution](#)

1484.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Endagorion's solution](#)

1485.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Endagorion's solution](#)

1486.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Endagorion's solution](#)

1487.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Endagorion's solution](#)

1488.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Endagorion's solution](#)

1489.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Endagorion's solution](#)

1490.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Endagorion's solution](#)

1491.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Endagorion's solution](#)

1492.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Endagorion's solution](#)

1493.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2022-01-05 · last AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[Endagorion's solution](#)

1494.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Endagorion's solution](#)

1495.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Endagorion's solution](#)

1496.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows

[Endagorion's solution](#)

1497.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

1498.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, math

[Endagorion's solution](#)

1499.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

1500.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[Endagorion's solution](#)

1501.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[Endagorion's solution](#)

1502.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Endagorion's solution](#)

1503.

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Endagorion's solution](#)

1504.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[Endagorion's solution](#)

1505.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Endagorion's solution](#)

1506.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Endagorion's solution](#)

1507.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Endagorion's solution](#)

1508.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Endagorion's solution](#)

1509.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Endagorion's solution](#)

1510.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Endagorion's solution](#)

1511.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Endagorion's solution](#)

1512.

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

[Endagorion's solution](#)

1513.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Endagorion's solution](#)

1514.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[Endagorion's solution](#)

1515.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Endagorion's solution](#)

1516.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Endagorion's solution](#)

1517.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Endagorion's solution](#)

1518.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[Endagorion's solution](#)

1519.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Endagorion's solution](#)

1520.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Endagorion's solution](#)

1521.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Endagorion's solution](#)

1522.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Endagorion's solution](#)

1523.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, trees

[Endagorion's solution](#)

1524.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Endagorion's solution](#)

1525.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Endagorion's solution](#)

1526.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[Endagorion's solution](#)

1527.

1198F

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Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities

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1528.

1372E

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Quality: 1,433 global accepts · Rating: 2900 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

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1529.

896D

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1530.

1455G

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Quality: 476 global accepts · Rating: 2900 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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1531.

819C

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Quality: 232 global accepts · Rating: 2900 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: number theory

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1532.

1221G

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Quality: 876 global accepts · Rating: 2900 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Endagorion's solution](#)

1533.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

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1534.

1129D

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Quality: 1,308 global accepts · Rating: 2900 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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1535.

1090H

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Quality: 108 global accepts · Rating: 2900 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs

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1536.

434D

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Quality: 518 global accepts · Rating: 2900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: flows

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1537.

455E

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Quality: 786 global accepts · Rating: 2900 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Endagorion's solution](#)

1538.

1487F

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Quality: 503 global accepts · Rating: 2900 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths

[Endagorion's solution](#)

1539.

718D

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Quality: 494 global accepts · Rating: 2900 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, trees

[Endagorion's solution](#)

1540.

1028F

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Quality: 580 global accepts · Rating: 2900 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Endagorion's solution](#)

1541.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[Endagorion's solution](#)

1542.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Endagorion's solution](#)

1543.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[Endagorion's solution](#)

1544.

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Endagorion's solution](#)

1545.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy

[Endagorion's solution](#)

1546.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Endagorion's solution](#)

1547.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Endagorion's solution](#)

1548.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[Endagorion's solution](#)

1549.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Endagorion's solution](#)

1550.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Endagorion's solution](#)

1551.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[Endagorion's solution](#)

1552.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Endagorion's solution](#)

1553.

1218H

[Function Composition](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 2900 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[Endagorion's solution](#)

1554.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Endagorion's solution](#)

1555.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Endagorion's solution](#)

1556.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Endagorion's solution](#)

1557.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

1558.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Endagorion's solution](#)

1559.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices

[Endagorion's solution](#)

1560.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Endagorion's solution](#)

1561.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[Endagorion's solution](#)

1562.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Endagorion's solution](#)

1563.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Endagorion's solution](#)

1564.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Endagorion's solution](#)

1565.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Endagorion's solution](#)

1566.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[Endagorion's solution](#)

1567.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Endagorion's solution](#)

1568.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

1569.

1280E

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Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Endagorion's solution](#)

1570.

960G

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Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Endagorion's solution](#)

1571.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[Endagorion's solution](#)

1572.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Endagorion's solution](#)

1573.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[Endagorion's solution](#)

1574.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Endagorion's solution](#)

1575.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[Endagorion's solution](#)

1576.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures

[Endagorion's solution](#)

1577.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer

[Endagorion's solution](#)

1578.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dp, trees

[Endagorion's solution](#)

1579.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Endagorion's solution](#)

1580.

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2012-11-04 · last AC: 2012-11-05 · GNU C++ (first AC) · Tags: data structures, implementation

[Endagorion's solution](#)

1581.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Endagorion's solution](#)

1582.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Endagorion's solution](#)

1583.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Endagorion's solution](#)

1584.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Endagorion's solution](#)

1585.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Endagorion's solution](#)

1586.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Endagorion's solution](#)

1587.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Endagorion's solution](#)

1588.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

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1589.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

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1590.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

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1591.

1707D

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Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

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1592.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings

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1593.

1163F

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Quality: 1,295 global accepts · Rating: 3000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Endagorion's solution](#)

1594.

1575C

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Quality: 194 global accepts · Rating: 3000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, fft, number theory

[Endagorion's solution](#)

1595.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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1596.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Endagorion's solution](#)

1597.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[Endagorion's solution](#)

1598.

346E

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Quality: 294 global accepts · Rating: 3000 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Endagorion's solution](#)

1599.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[Endagorion's solution](#)

1600.

1637G

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Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Endagorion's solution](#)

1601.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, expression parsing

[Endagorion's solution](#)

1602.

1442E

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Quality: 788 global accepts · Rating: 3000 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Endagorion's solution](#)

1603.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

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1604.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Endagorion's solution](#)

1605.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Endagorion's solution](#)**1606.**

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Endagorion's solution](#)**1607.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Endagorion's solution](#)**1608.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Endagorion's solution](#)**1609.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Endagorion's solution](#)**1610.**

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Endagorion's solution](#)**1611.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[Endagorion's solution](#)**1612.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Endagorion's solution](#)**1613.**

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Endagorion's solution](#)**1614.**

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Endagorion's solution](#)**1615.**

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Endagorion's solution](#)

1616.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Endagorion's solution](#)

1617.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings, trees

[Endagorion's solution](#)

1618.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Endagorion's solution](#)

1619.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[Endagorion's solution](#)

1620.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Endagorion's solution](#)

1621.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Endagorion's solution](#)

1622.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Endagorion's solution](#)

1623.

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[Endagorion's solution](#)

1624.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Endagorion's solution](#)

1625.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[Endagorion's solution](#)

1626.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Endagorion's solution](#)

1627.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths

[Endagorion's solution](#)

1628.

1411F

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Quality: 436 global accepts · Rating: 3000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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1629.

1609G

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Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Endagorion's solution](#)

1630.

566C

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Quality: 883 global accepts · Rating: 3000 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Endagorion's solution](#)

1631.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[Endagorion's solution](#)

1632.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Endagorion's solution](#)

1633.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Endagorion's solution](#)

1634.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[Endagorion's solution](#)

1635.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Endagorion's solution](#)

1636.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[Endagorion's solution](#)

1637.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees

[Endagorion's solution](#)

1638.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Endagorion's solution](#)

1639.

223D

[Spider](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[Endagorion's solution](#)

1640.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Endagorion's solution](#)

1641.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Endagorion's solution](#)

1642.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Endagorion's solution](#)

1643.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Endagorion's solution](#)

1644.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[Endagorion's solution](#)

1645.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[Endagorion's solution](#)

1646.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Endagorion's solution](#)

1647.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Endagorion's solution](#)

1648.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Endagorion's solution](#)

1649.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Endagorion's solution](#)

1650.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Endagorion's solution](#)

1651.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Endagorion's solution](#)

1652.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Endagorion's solution](#)

1653.

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Endagorion's solution](#)

1654.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Endagorion's solution](#)

1655.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Endagorion's solution](#)

1656.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Endagorion's solution](#)

1657.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Endagorion's solution](#)

1658.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[Endagorion's solution](#)

1659.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Endagorion's solution](#)

1660.

532D

[Landmarks](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Endagorion's solution](#)

1661.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: binary search, shortest paths, strings

[Endagorion's solution](#)

1662.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2014-09-14 · GNU C++0x (first AC) · Tags: data structures, graphs, shortest paths

[Endagorion's solution](#)

1663.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[Endagorion's solution](#)

1664.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2013-09-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Endagorion's solution](#)

1665.

167D

[Wizards and Roads](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3000 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: data structures, divide and conquer, graph matchings, graphs, greedy

[Endagorion's solution](#)

1666.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Endagorion's solution](#)

1667.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Endagorion's solution](#)

1668.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Endagorion's solution](#)

1669.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[Endagorion's solution](#)

1670.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Endagorion's solution](#)

1671.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Endagorion's solution](#)

1672.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Endagorion's solution](#)

1673.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Endagorion's solution](#)

1674.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Endagorion's solution](#)

1675.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Endagorion's solution](#)

1676.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Endagorion's solution](#)

1677.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Endagorion's solution](#)

1678.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Endagorion's solution](#)

1679.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Endagorion's solution](#)

1680.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Endagorion's solution](#)

1681.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Endagorion's solution](#)

1682.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Endagorion's solution](#)

1683.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[Endagorion's solution](#)

1684.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Endagorion's solution](#)

1685.

329E

[Evil](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 3100 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Endagorion's solution](#)

1686.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Endagorion's solution](#)

1687.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

[Endagorion's solution](#)

1688.

446E

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

Quality: 143 global accepts · Rating: 3100 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Endagorion's solution](#)

1689.

704D

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Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[Endagorion's solution](#)

1690.

809E

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Quality: 855 global accepts · Rating: 3100 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math, number

theory, trees

[Endagorion's solution](#)

1691.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Endagorion's solution](#)

1692.

720E

[Cipher](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3100 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Endagorion's solution](#)

1693.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, math

[Endagorion's solution](#)

1694.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Endagorion's solution](#)

1695.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Endagorion's solution](#)

1696.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

1697.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Endagorion's solution](#)

1698.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, probabilities

[Endagorion's solution](#)

1699.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Endagorion's solution](#)

1700.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, matrices

[Endagorion's solution](#)

1701.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[Endagorion's solution](#)

1702.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[Endagorion's solution](#)

1703.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Endagorion's solution](#)

1704.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[Endagorion's solution](#)

1705.

1610I

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

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Endagorion's solution](#)

1706.

1184A3

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

Quality: 155 global accepts · Rating: 3100 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory

[Endagorion's solution](#)

1707.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Endagorion's solution](#)

1708.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[Endagorion's solution](#)

1709.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Endagorion's solution](#)

1710.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Endagorion's solution](#)

1711.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Endagorion's solution](#)

1712.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[Endagorion's solution](#)**1713.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Endagorion's solution](#)**1714.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)**1715.**

663D

[To Hack or not to Hack](#) · [Tutorial](#)

Rating: 3100 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Endagorion's solution](#)**1716.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2015-05-02 · last AC: 2015-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Endagorion's solution](#)**1717.**

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Endagorion's solution](#)**1718.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Endagorion's solution](#)**1719.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Endagorion's solution](#)**1720.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[Endagorion's solution](#)**1721.**

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Endagorion's solution](#)

1722.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Endagorion's solution](#)

1723.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Endagorion's solution](#)

1724.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Endagorion's solution](#)

1725.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[Endagorion's solution](#)

1726.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[Endagorion's solution](#)

1727.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[Endagorion's solution](#)

1728.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[Endagorion's solution](#)

1729.

744E

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

Quality: 149 global accepts · Rating: 3200 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: strings, two pointers

[Endagorion's solution](#)

1730.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[Endagorion's solution](#)

1731.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Endagorion's solution](#)

1732.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Endagorion's solution](#)

1733.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Endagorion's solution](#)

1734.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Endagorion's solution](#)

1735.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Endagorion's solution](#)

1736.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Endagorion's solution](#)

1737.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Endagorion's solution](#)

1738.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Endagorion's solution](#)

1739.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2017-02-16 · last AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[Endagorion's solution](#)

1740.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: matrices, trees

[Endagorion's solution](#)

1741.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2015-05-02 · last AC: 2015-05-02 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Endagorion's solution](#)

1742.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: data structures, games

[Endagorion's solution](#)

1743.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[Endagorion's solution](#)

1744.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Endagorion's solution](#)

1745.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Endagorion's solution](#)

1746.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Endagorion's solution](#)

1747.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Endagorion's solution](#)

1748.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, trees

[Endagorion's solution](#)

1749.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs

[Endagorion's solution](#)

1750.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[Endagorion's solution](#)

1751.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Endagorion's solution](#)

1752.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

1753.

1544G

[What a Reversal](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

1754.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[Endagorion's solution](#)

1755.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Endagorion's solution](#)

1756.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Endagorion's solution](#)

1757.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Endagorion's solution](#)

1758.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Endagorion's solution](#)

1759.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Endagorion's solution](#)

1760.

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

[Endagorion's solution](#)

1761.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Endagorion's solution](#)

1762.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[Endagorion's solution](#)

1763.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Endagorion's solution](#)

1764.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Endagorion's solution](#)

1765.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math

[Endagorion's solution](#)

1766.

1441E

[Differentiating Games](#) · [Tutorial](#)

Rating: 3400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: games, interactive

[Endagorion's solution](#)

1767.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Endagorion's solution](#)

1768.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Endagorion's solution](#)

1769.

2048I2

[Kevin and Puzzle \(Hard Version\)](#) · [Tutorial](#)

Quality: 58 global accepts · Rating: 3500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, fft, math

[Endagorion's solution](#)

1770.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

1771.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Endagorion's solution](#)

1772.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Endagorion's solution](#)

1773.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Endagorion's solution](#)

1774.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[Endagorion's solution](#)

1775.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, probabilities

[Endagorion's solution](#)

1776.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2020-12-21 · last AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Endagorion's solution](#)

1777.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Endagorion's solution](#)

1778.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Endagorion's solution](#)

1779.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Endagorion's solution](#)

1780.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Endagorion's solution](#)

1781.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Endagorion's solution](#)

1782.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Endagorion's solution](#)

1783.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[Endagorion's solution](#)

1784.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Endagorion's solution](#)

1785.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[Endagorion's solution](#)

1786.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Endagorion's solution](#)

1787.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Endagorion's solution](#)

1788.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Endagorion's solution](#)

1789.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Endagorion's solution](#)

1790.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Endagorion's solution](#)

1791.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Endagorion's solution](#)

1792.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Endagorion's solution](#)

1793.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Endagorion's solution](#)

1794.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Endagorion's solution](#)

1795.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Endagorion's solution](#)

1796.

103149D

[Double Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Endagorion's solution](#)

1797.

103148D

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Endagorion's solution](#)

1798.

1531E3

[B 5D0BC,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search

[Endagorion's solution](#)

1799.

1531E2

[B 5D0BC,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Endagorion's solution](#)

1800.

1531E1

[B 5D0BC,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1801.

1531D

[B 5CD0C=BOja@D45CÂ C,,=C45D Â 6ö/E÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1802.

1531A

[At8CÔ3OT@iplcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Endagorion's solution](#)

1803.

1531C

[B 8CÖaCCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[Endagorion's solution](#)

1804.

1531B2

[AA×CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1805.

1531B1

[AA×CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1806.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[Endagorion's solution](#)

1807.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Endagorion's solution](#)

1808.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Endagorion's solution](#)

1809.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Endagorion's solution](#)

1810.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1811.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[Endagorion's solution](#)

1812.

1275F

[B„DD4C„,@Cä2C =C„,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[Endagorion's solution](#)

1813.

1275E3

[A→CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1814.

1275E2

[A→CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1815.

1275E1

[A→CÖBD >C´LCÖ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1816.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1817.

1275C

[#define At0CDD0D0B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1818.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1819.

1275A

[B 3D K0\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Endagorion's solution](#)

1820.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Endagorion's solution](#)

1821.

101161K

[Expected Number of Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Endagorion's solution](#)

1822.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Endagorion's solution](#)

1823.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · Python 2 (first AC) · Tags: —

[Endagorion's solution](#)

1824.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Endagorion's solution](#)

1825.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Endagorion's solution](#)

1826.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Endagorion's solution](#)

1827.

101161D

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1839.

100549E

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1861.

100268A

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1862.

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100200C

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1887.

100200G

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1888.

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1891.

100024H

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1892.

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1893.

100024F

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1894.

100024C

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1895.

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