

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — Error-42

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

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

Filters: none

Count: 528

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Error-42's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Error-42's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Error-42's solution](#)

4.

2120A

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

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Error-42's solution](#)

5.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

6.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Error-42's solution](#)

7.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[Error-42's solution](#)

8.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,506 global accepts · Rating: 800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Error-42's solution](#)

9.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Error-42's solution](#)

10.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,380 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[Error-42's solution](#)

11.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[Error-42's solution](#)

12.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Error-42's solution](#)

13.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Error-42's solution](#)

14.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Error-42's solution](#)

15.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Error-42's solution](#)

16.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[Error-42's solution](#)

17.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[Error-42's solution](#)

18.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[Error-42's solution](#)

19.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Error-42's solution](#)

20.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Error-42's solution](#)

21.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Error-42's solution](#)

22.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,929 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Error-42's solution](#)

23.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Error-42's solution](#)

24.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Error-42's solution](#)

25.

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Error-42's solution](#)

26.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Error-42's solution](#)

27.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Error-42's solution](#)

28.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

29.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Error-42's solution](#)

30.

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

31.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,545 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Error-42's solution](#)

32.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Error-42's solution](#)

33.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Error-42's solution](#)

34.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Error-42's solution](#)

35.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[Error-42's solution](#)

36.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Error-42's solution](#)

37.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Error-42's solution](#)

38.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[Error-42's solution](#)

39.

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Error-42's solution](#)

40.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[Error-42's solution](#)

41.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Error-42's solution](#)

42.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Error-42's solution](#)

43.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

44.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

45.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Error-42's solution](#)

46.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Error-42's solution](#)

47.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Error-42's solution](#)

48.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

49.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Error-42's solution](#)

50.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Error-42's solution](#)

51.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,631 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Error-42's solution](#)

52.

1520A

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

Quality: 58,458 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Error-42's solution](#)

53.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Error-42's solution](#)

54.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Error-42's solution](#)

55.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Error-42's solution](#)

56.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Error-42's solution](#)

57.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,094 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Error-42's solution](#)

58.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Error-42's solution](#)

59.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Error-42's solution](#)

60.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Error-42's solution](#)

61.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Error-42's solution](#)

62.

1480A

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

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Error-42's solution](#)

63.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Error-42's solution](#)

64.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Error-42's solution](#)

65.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Error-42's solution](#)

66.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Error-42's solution](#)

67.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Error-42's solution](#)

68.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Error-42's solution](#)

69.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Error-42's solution](#)

70.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Error-42's solution](#)

71.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

72.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

73.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2020-11-05 · last AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Error-42's solution](#)

74.

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Error-42's solution](#)

75.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Error-42's solution](#)

76.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

77.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

78.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Error-42's solution](#)

79.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,647 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Error-42's solution](#)

80.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Error-42's solution](#)

81.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

82.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Error-42's solution](#)

83.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Error-42's solution](#)

84.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

85.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Error-42's solution](#)

86.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Error-42's solution](#)

87.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Error-42's solution](#)

88.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Error-42's solution](#)

89.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Error-42's solution](#)

90.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

91.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

92.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Error-42's solution](#)

93.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Error-42's solution](#)

94.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Error-42's solution](#)

95.

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

96.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Error-42's solution](#)

97.

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

98.

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

99.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Error-42's solution](#)

100.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Error-42's solution](#)

101.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Error-42's solution](#)

102.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Error-42's solution](#)

103.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

104.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,723 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Error-42's solution](#)

105.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,091 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

106.

1353B

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

Quality: 58,124 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Error-42's solution](#)

107.

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Error-42's solution](#)

108.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

109.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-07 · Mono C# (first AC) · Tags: greedy, math

[Error-42's solution](#)

110.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Error-42's solution](#)

111.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Error-42's solution](#)

112.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Error-42's solution](#)

113.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Error-42's solution](#)

114.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Error-42's solution](#)

115.

1675B

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

Quality: 43,284 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Error-42's solution](#)

116.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Error-42's solution](#)

117.

1559B

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

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

[Error-42's solution](#)

118.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Error-42's solution](#)

119.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Error-42's solution](#)

120.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Error-42's solution](#)

121.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Error-42's solution](#)

122.

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Error-42's solution](#)

123.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Error-42's solution](#)

124.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Error-42's solution](#)

125.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Error-42's solution](#)

126.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Error-42's solution](#)

127.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

128.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

129.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Error-42's solution](#)

130.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Error-42's solution](#)

131.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Error-42's solution](#)

132.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Error-42's solution](#)

133.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Error-42's solution](#)

134.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

135.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

136.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,676 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[Error-42's solution](#)

137.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

138.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

139.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Error-42's solution](#)

140.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Error-42's solution](#)

141.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Error-42's solution](#)

142.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Error-42's solution](#)

143.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Error-42's solution](#)

144.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Error-42's solution](#)

145.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Error-42's solution](#)

146.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Error-42's solution](#)

147.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Error-42's solution](#)

148.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Error-42's solution](#)

149.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Error-42's solution](#)

150.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[Error-42's solution](#)

151.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Error-42's solution](#)

152.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Error-42's solution](#)

153.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Error-42's solution](#)

154.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

155.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Error-42's solution](#)

156.

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Error-42's solution](#)

157.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Error-42's solution](#)

158.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Error-42's solution](#)

159.

991A

[If at first you don't succeed... · Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Error-42's solution](#)

160.

1485A

[Add and Divide · Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Error-42's solution](#)

161.

1476A

[K-divisible Sum · Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Error-42's solution](#)

162.

1473B

[String LCM · Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Error-42's solution](#)

163.

1469B

[Red and Blue · Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Error-42's solution](#)

164.

1469A

[Regular Bracket Sequence · Tutorial](#)

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Error-42's solution](#)

165.

1465B

[Fair Numbers · Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Error-42's solution](#)

166.

1447B

[Numbers Box · Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

167.

299A

[Ksusha and Array · Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory, sortings

[Error-42's solution](#)

168.

1419D1

[Sage's Birthday \(easy version\) · Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Error-42's solution](#)

169.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Error-42's solution](#)

170.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Error-42's solution](#)

171.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,927 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Error-42's solution](#)

172.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Error-42's solution](#)

173.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[Error-42's solution](#)

174.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Error-42's solution](#)

175.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Error-42's solution](#)

176.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[Error-42's solution](#)

177.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[Error-42's solution](#)

178.

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Error-42's solution](#)

179.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Error-42's solution](#)

180.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Error-42's solution](#)

181.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Error-42's solution](#)

182.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Error-42's solution](#)

183.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Error-42's solution](#)

184.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Error-42's solution](#)

185.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Error-42's solution](#)

186.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Error-42's solution](#)

187.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Error-42's solution](#)

188.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Error-42's solution](#)

189.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Error-42's solution](#)

190.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Error-42's solution](#)

191.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
[Error-42's solution](#)

192.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Error-42's solution](#)

193.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Error-42's solution](#)

194.

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
[Error-42's solution](#)

195.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Error-42's solution](#)

196.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Error-42's solution](#)

197.

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
[Error-42's solution](#)

198.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[Error-42's solution](#)

199.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Error-42's solution](#)

200.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[Error-42's solution](#)

201.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[Error-42's solution](#)

202.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Error-42's solution](#)

203.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Error-42's solution](#)

204.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Error-42's solution](#)

205.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Error-42's solution](#)

206.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Error-42's solution](#)

207.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[Error-42's solution](#)

208.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[Error-42's solution](#)

209.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Error-42's solution](#)

210.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Error-42's solution](#)

211.

1729D

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

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Error-42's solution](#)

212.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Error-42's solution](#)

213.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Error-42's solution](#)

214.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Error-42's solution](#)

215.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Error-42's solution](#)

216.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Error-42's solution](#)

217.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Error-42's solution](#)

218.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Error-42's solution](#)

219.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,712 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Error-42's solution](#)

220.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

221.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Error-42's solution](#)

222.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Error-42's solution](#)

223.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[Error-42's solution](#)

224.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[Error-42's solution](#)

225.

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[Error-42's solution](#)

226.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 1200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings
[Error-42's solution](#)

227.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Error-42's solution](#)

228.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[Error-42's solution](#)

229.

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
[Error-42's solution](#)

230.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[Error-42's solution](#)

231.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[Error-42's solution](#)

232.

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
[Error-42's solution](#)

233.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[Error-42's solution](#)

234.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[Error-42's solution](#)

235.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[Error-42's solution](#)

236.

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
[Error-42's solution](#)

237.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[Error-42's solution](#)

238.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · Mono C# (first AC) · Tags: brute force, implementation, math
[Error-42's solution](#)

239.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[Error-42's solution](#)

240.

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Error-42's solution](#)

241.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Error-42's solution](#)

242.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[Error-42's solution](#)

243.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Error-42's solution](#)

244.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Error-42's solution](#)

245.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Error-42's solution](#)

246.

1942C1

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

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

[Error-42's solution](#)

247.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Error-42's solution](#)

248.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,587 global accepts · Rating: 1300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Error-42's solution](#)

249.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Error-42's solution](#)

250.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[Error-42's solution](#)

251.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Error-42's solution](#)

252.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Error-42's solution](#)

253.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Error-42's solution](#)

254.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Error-42's solution](#)

255.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Error-42's solution](#)

256.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Error-42's solution](#)

257.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Error-42's solution](#)

258.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Error-42's solution](#)

259.

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

[Error-42's solution](#)

260.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Error-42's solution](#)

261.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

262.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Error-42's solution](#)

263.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

264.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Error-42's solution](#)

265.

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

[Error-42's solution](#)

266.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,165 global accepts · Rating: 1300 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Error-42's solution](#)

267.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Error-42's solution](#)

268.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[Error-42's solution](#)

269.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Error-42's solution](#)

270.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Error-42's solution](#)

271.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Error-42's solution](#)

272.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Error-42's solution](#)

273.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

274.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Error-42's solution](#)

275.

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Error-42's solution](#)

276.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Error-42's solution](#)

277.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Error-42's solution](#)

278.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Error-42's solution](#)

279.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Error-42's solution](#)

280.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Error-42's solution](#)

281.

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

[Error-42's solution](#)

282.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Error-42's solution](#)

283.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[Error-42's solution](#)

284.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Error-42's solution](#)

285.

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

[Error-42's solution](#)

286.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Error-42's solution](#)

287.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Error-42's solution](#)

288.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[Error-42's solution](#)

289.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Error-42's solution](#)

290.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Error-42's solution](#)

291.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Error-42's solution](#)

292.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Error-42's solution](#)

293.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Error-42's solution](#)

294.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Error-42's solution](#)

295.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Error-42's solution](#)

296.

1520E

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

Quality: 28,611 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Error-42's solution](#)

297.

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

[Error-42's solution](#)

298.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Error-42's solution](#)

299.

1167C

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

Quality: 26,003 global accepts · Rating: 1400 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Error-42's solution](#)

300.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[Error-42's solution](#)

301.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Error-42's solution](#)

302.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Error-42's solution](#)

303.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Error-42's solution](#)

304.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Error-42's solution](#)

305.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Error-42's solution](#)

306.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Error-42'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

[Error-42's solution](#)

308.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Error-42's solution](#)

309.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Error-42's solution](#)

310.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Error-42's solution](#)

311.

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

[Error-42's solution](#)

312.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Error-42's solution](#)

313.

1362C

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

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Error-42's solution](#)

314.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Error-42's solution](#)

315.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Error-42's solution](#)

316.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Error-42's solution](#)

317.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Error-42's solution](#)

318.

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

[Error-42's solution](#)

319.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[Error-42's solution](#)

320.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Error-42's solution](#)

321.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[Error-42's solution](#)

322.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Error-42's solution](#)

323.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Error-42's solution](#)

324.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Error-42's solution](#)

325.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Error-42's solution](#)

326.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Error-42's solution](#)

327.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Error-42's solution](#)

328.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Error-42's solution](#)

329.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Error-42's solution](#)

330.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Error-42's solution](#)

331.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

332.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Error-42's solution](#)

333.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[Error-42's solution](#)

334.

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

[Error-42's solution](#)

335.

1417C

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

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Error-42's solution](#)

336.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Error-42's solution](#)

337.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[Error-42's solution](#)

338.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Error-42's solution](#)

339.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Error-42's solution](#)

340.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Error-42's solution](#)

341.

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

[Error-42's solution](#)

342.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Error-42's solution](#)

343.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Error-42's solution](#)

344.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Error-42's solution](#)

345.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Error-42's solution](#)

346.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Error-42's solution](#)

347.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Error-42's solution](#)

348.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Error-42's solution](#)

349.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Error-42's solution](#)

350.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Error-42's solution](#)

351.

817C

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

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[Error-42's solution](#)

352.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Error-42's solution](#)

353.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Error-42's solution](#)

354.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Error-42's solution](#)

355.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Error-42's solution](#)

356.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[Error-42's solution](#)

357.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

358.

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Error-42's solution](#)

359.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[Error-42's solution](#)

360.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Error-42's solution](#)

361.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Error-42's solution](#)

362.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Error-42's solution](#)

363.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Error-42's solution](#)

364.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Error-42's solution](#)

365.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Error-42's solution](#)

366.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Error-42's solution](#)

367.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Error-42's solution](#)

368.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Error-42's solution](#)

369.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Error-42's solution](#)

370.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Error-42's solution](#)

371.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Error-42's solution](#)

372.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Error-42's solution](#)

373.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Error-42's solution](#)

374.

1942C2

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

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

[Error-42's solution](#)

375.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Error-42's solution](#)

376.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C# 10 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Error-42's solution](#)

377.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 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

[Error-42's solution](#)

378.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Error-42's solution](#)

379.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Error-42's solution](#)

380.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Error-42's solution](#)

381.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[Error-42's solution](#)

382.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Error-42's solution](#)

383.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Error-42's solution](#)

384.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Error-42's solution](#)

385.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Error-42's solution](#)

386.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Error-42's solution](#)

387.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Error-42's solution](#)

388.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Error-42's solution](#)

389.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Error-42's solution](#)

390.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, schedules

[Error-42's solution](#)

391.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Error-42's solution](#)

392.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Error-42's solution](#)

393.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Error-42's solution](#)

394.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Error-42's solution](#)

395.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Error-42's solution](#)

396.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Error-42's solution](#)

397.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Error-42's solution](#)

398.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Error-42's solution](#)

399.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Error-42's solution](#)

400.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Error-42's solution](#)

401.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Error-42's solution](#)

402.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Error-42's solution](#)

403.

987E

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

Rating: 1800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Error-42's solution](#)

404.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Error-42's solution](#)

405.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[Error-42's solution](#)

406.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Error-42's solution](#)

407.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Error-42's solution](#)

408.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Error-42's solution](#)

409.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Error-42's solution](#)

410.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Error-42's solution](#)

411.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Error-42's solution](#)

412.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Error-42's solution](#)

413.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Error-42's solution](#)

414.

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

[Error-42's solution](#)

415.

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

[Error-42's solution](#)

416.

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

[Error-42's solution](#)

417.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Error-42's solution](#)

418.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Error-42's solution](#)

419.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Error-42's solution](#)

420.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Error-42's solution](#)

421.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Error-42's solution](#)

422.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[Error-42's solution](#)

423.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Error-42's solution](#)

424.

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Error-42's solution](#)

425.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Error-42's solution](#)

426.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Error-42's solution](#)

427.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Error-42's solution](#)

428.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Error-42's solution](#)

429.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Error-42's solution](#)

430.

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

[Error-42's solution](#)

431.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Error-42's solution](#)

432.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Error-42's solution](#)

433.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Error-42's solution](#)

434.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Error-42's solution](#)

435.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Error-42's solution](#)

436.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Error-42's solution](#)

437.

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

[Error-42's solution](#)

438.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Error-42's solution](#)

439.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[Error-42's solution](#)

440.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Error-42's solution](#)

441.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Error-42's solution](#)

442.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Error-42's solution](#)

443.

1354C2

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

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

[Error-42's solution](#)

444.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Error-42's solution](#)

445.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Error-42's solution](#)

446.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Error-42's solution](#)

447.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, strings

[Error-42's solution](#)

448.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Error-42's solution](#)

449.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Error-42's solution](#)

450.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Error-42's solution](#)

451.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Error-42's solution](#)

452.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Error-42's solution](#)

453.

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

[Error-42's solution](#)

454.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Error-42's solution](#)

455.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Error-42's solution](#)

456.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Error-42's solution](#)

457.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Error-42's solution](#)

458.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Error-42's solution](#)

459.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[Error-42's solution](#)

460.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Error-42's solution](#)

461.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Error-42's solution](#)

462.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Error-42's solution](#)

463.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Error-42's solution](#)

464.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Error-42's solution](#)

465.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force,

combinatorics, math, number theory

[Error-42's solution](#)

466.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Error-42's solution](#)

467.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Error-42's solution](#)

468.

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

[Error-42's solution](#)

469.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Error-42's solution](#)

470.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, geometry, math, number theory

[Error-42's solution](#)

471.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Error-42's solution](#)

472.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Error-42's solution](#)

473.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Error-42's solution](#)

474.

1942E

[Farm Game](#) · [Tutorial](#)

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

[Error-42's solution](#)

475.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory,

shortest paths

[Error-42's solution](#)

476.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Error-42's solution](#)

477.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Error-42's solution](#)

478.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Error-42's solution](#)

479.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Error-42's solution](#)

480.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Error-42's solution](#)

481.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Error-42's solution](#)

482.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Error-42's solution](#)

483.

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

[Error-42's solution](#)

484.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[Error-42's solution](#)

485.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Error-42's solution](#)

486.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Error-42's solution](#)

487.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Error-42's solution](#)

488.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Error-42's solution](#)

489.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Error-42's solution](#)

490.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Error-42's solution](#)

491.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Error-42's solution](#)

492.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Error-42's solution](#)

493.

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

[Error-42's solution](#)

494.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Error-42's solution](#)

495.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Error-42's solution](#)

496.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Error-42's solution](#)

497.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Error-42's solution](#)

498.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Error-42's solution](#)

499.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[Error-42's solution](#)

500.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Error-42's solution](#)

501.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Error-42's solution](#)

502.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Error-42's solution](#)

503.

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

[Error-42's solution](#)

504.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Error-42's solution](#)

505.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Error-42's solution](#)

506.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Error-42's solution](#)

507.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Error-42's solution](#)

508.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Error-42's solution](#)

509.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Error-42's solution](#)

510.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Error-42's solution](#)

511.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Error-42's solution](#)

512.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication

[Error-42's solution](#)

513.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[Error-42's solution](#)

514.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Error-42's solution](#)

515.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks

[Error-42's solution](#)

516.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · last AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Error-42's solution](#)

517.

102032D

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

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Error-42's solution](#)

518.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Error-42's solution](#)

519.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[Error-42's solution](#)

520.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[Error-42's solution](#)

521.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[Error-42's solution](#)

522.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Error-42's solution](#)

523.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[Error-42's solution](#)

524.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Error-42's solution](#)

525.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Error-42's solution](#)

526.

103536A

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Error-42's solution](#)

527.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Error-42's solution](#)

528.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Error-42's solution](#)