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Unique solved — FC Viiiictor K

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1.

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5.

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6.

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7.

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8.

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34.

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43.

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47.

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1593A

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50.

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51.

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52.

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1735B

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56.

1726A

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1607B

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1796B

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1704B

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65.

1671B

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1659A

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68.

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69.

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70.

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71.

1598B

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72.

1787B

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73.

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79.

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81.

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82.

1637B

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84.

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85.

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86.

1593D1

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87.

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88.

1736B

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89.

1720C

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90.

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91.

1671C

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92.

1656C

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93.

1647B

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94.

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95.

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96.

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[FC_Viiiictor_K's solution](#)

97.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[FC_Viiiictor_K's solution](#)

98.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[FC_Viiiictor_K's solution](#)

99.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[FC_Viiiictor_K's solution](#)

100.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[FC_Viiiictor_K's solution](#)

101.

1733C

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Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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102.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[FC_Viiiictor_K's solution](#)

103.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FC_Viiiictor_K's solution](#)

104.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[FC_Viiiictor_K's solution](#)

105.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[FC_Viiiictor_K's solution](#)

106.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[FC_Viiiictor_K's solution](#)

107.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[FC_Viiiictor_K's solution](#)

108.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[FC_Viiiictor_K's solution](#)

109.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[FC_Viiiictor_K's solution](#)

110.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[FC_Viiiictor_K's solution](#)

111.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[FC_Viiiictor_K's solution](#)

112.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[FC_Viiiictor_K's solution](#)

113.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[FC_Viiiictor_K's solution](#)

114.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[FC_Viiiictor_K's solution](#)

115.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[FC_Viiiictor_K's solution](#)

116.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[FC_Viiiictor_K's solution](#)

117.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[FC_Viiiictor_K's solution](#)

118.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[FC_Viiiictor_K's solution](#)

119.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[FC_Viiiictor_K's solution](#)

120.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[FC_Viiiictor_K's solution](#)

121.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[FC_Viiiictor_K's solution](#)

122.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,058 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[FC_Viiiictor_K's solution](#)

123.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[FC_Viiiictor_K's solution](#)

124.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[FC_Viiiictor_K's solution](#)

125.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[FC_Viiiictor_K's solution](#)

126.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[FC_Viiiictor_K's solution](#)

127.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[FC_Viiiictor_K's solution](#)

128.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[FC_Viiiictor_K's solution](#)

129.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[FC_Viiiictor_K's solution](#)

130.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[FC_Viiiictor_K's solution](#)

131.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[FC_Viiiictor_K's solution](#)

132.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[FC_Viiiictor_K's solution](#)

133.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FC_Viiiictor_K's solution](#)

134.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[FC_Viiiictor_K's solution](#)

135.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[FC_Viiiictor_K's solution](#)

136.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities
[FC_Viiiictor_K's solution](#)

137.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[FC_Viiiictor_K's solution](#)

138.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math
[FC_Viiiictor_K's solution](#)

139.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[FC_Viiiictor_K's solution](#)

140.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings
[FC_Viiiictor_K's solution](#)

141.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[FC_Viiiictor_K's solution](#)

142.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[FC_Viiiictor_K's solution](#)

143.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[FC_Viiiictor_K's solution](#)

144.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[FC_Viiiictor_K's solution](#)

145.

1719D1

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

Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[FC_Viiiictor_K's solution](#)

146.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[FC_Viiiictor_K's solution](#)

147.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[FC_Viiiictor_K's solution](#)

148.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[FC_Viiiictor_K's solution](#)

149.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[FC_Viiiictor_K's solution](#)

150.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[FC_Viiiictor_K's solution](#)

151.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[FC_Viiiictor_K's solution](#)

152.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[FC_Viiiictor_K's solution](#)

153.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[FC_Viiiictor_K's solution](#)

154.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[FC_Viiiictor_K's solution](#)

155.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data

structures, implementation, math

[FC_Viiiictor_K's solution](#)

156.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[FC_Viiiictor_K's solution](#)

157.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[FC_Viiiictor_K's solution](#)

158.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[FC_Viiiictor_K's solution](#)

159.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[FC_Viiiictor_K's solution](#)

160.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[FC_Viiiictor_K's solution](#)

161.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[FC_Viiiictor_K's solution](#)

162.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[FC_Viiiictor_K's solution](#)

163.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[FC_Viiiictor_K's solution](#)

164.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FC_Viiiictor_K's solution](#)

165.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[FC_Viiiictor_K's solution](#)

166.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[FC_Viiiictor_K's solution](#)

167.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[FC_Viiiictor_K's solution](#)

168.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[FC_Viiiictor_K's solution](#)

169.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[FC_Viiiictor_K's solution](#)

170.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[FC_Viiiictor_K's solution](#)

171.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[FC_Viiiictor_K's solution](#)

172.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[FC_Viiiictor_K's solution](#)

173.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[FC_Viiiictor_K's solution](#)

174.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[FC_Viiiictor_K's solution](#)

175.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[FC_Viiiictor_K's solution](#)

176.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, data structures

[FC_Viiiictor_K's solution](#)

177.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[FC_Viiiictor_K's solution](#)

178.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[FC_Viiiictor_K's solution](#)

179.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[FC_Viiiictor_K's solution](#)

180.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[FC_Viiiictor_K's solution](#)

181.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[FC_Viiiictor_K's solution](#)

182.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[FC_Viiiictor_K's solution](#)

183.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: data structures, dp

[FC_Viiiictor_K's solution](#)

184.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[FC_Viiiictor_K's solution](#)

185.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[FC_Viiiictor_K's solution](#)

186.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[FC_Viiiictor_K's solution](#)

187.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[FC_Viiiictor_K's solution](#)

188.

613D

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