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Unique solved — FatihSolak

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Count: 775

1.

855A

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2.

50A

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3.

4A

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4.

1864A

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6.

1837A

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1701B

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1698A

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1696A

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57.

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1491A

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1466B

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1466A

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75.

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89.

1307A

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90.

977A

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91.

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92.

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1303A

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94.

1287A

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95.

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97.

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112A

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103.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,270 global accepts · Rating: 800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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104.

231A

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Quality: 430,246 global accepts · Rating: 800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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105.

158A

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Quality: 320,460 global accepts · Rating: 800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

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106.

71A

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

Quality: 503,237 global accepts · Rating: 800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: strings

[FatihSolak's solution](#)

107.

1837B

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Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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108.

709A

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Quality: 37,961 global accepts · Rating: 900 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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109.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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110.

1807D

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Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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111.

706A

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Quality: 15,341 global accepts · Rating: 900 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

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112.

1795B

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Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

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113.

1699B

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114.

1696B

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115.

1406A

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Quality: 22,983 global accepts · Rating: 900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

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116.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[FatihSolak's solution](#)

117.

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[FatihSolak's solution](#)

118.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

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119.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FatihSolak's solution](#)

120.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[FatihSolak's solution](#)

121.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[FatihSolak's solution](#)

122.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[FatihSolak's solution](#)

123.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FatihSolak's solution](#)

124.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FatihSolak's solution](#)

125.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FatihSolak's solution](#)

126.

1475B

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

Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[FatihSolak's solution](#)

127.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

128.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

129.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FatihSolak's solution](#)

130.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[FatihSolak's solution](#)

131.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FatihSolak's solution](#)

132.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FatihSolak's solution](#)

133.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[FatihSolak's solution](#)

134.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,778 global accepts · Rating: 900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[FatihSolak's solution](#)

135.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[FatihSolak's solution](#)

136.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FatihSolak's solution](#)

137.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[FatihSolak's solution](#)

138.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[FatihSolak's solution](#)

139.

96A

[Football](#) · [Tutorial](#)

Quality: 193,643 global accepts · Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[FatihSolak's solution](#)

140.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[FatihSolak's solution](#)

141.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[FatihSolak's solution](#)

142.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FatihSolak's solution](#)

143.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FatihSolak's solution](#)

144.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[FatihSolak's solution](#)

145.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[FatihSolak's solution](#)

146.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[FatihSolak's solution](#)

147.

1521A

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

Quality: 42,043 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[FatihSolak's solution](#)

148.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[FatihSolak's solution](#)

149.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[FatihSolak's solution](#)

150.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,327 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[FatihSolak's solution](#)

151.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

152.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[FatihSolak's solution](#)

153.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[FatihSolak's solution](#)

154.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FatihSolak's solution](#)

155.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[FatihSolak's solution](#)

156.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[FatihSolak's solution](#)

157.

1326A

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Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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158.

1312B

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Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[FatihSolak's solution](#)

159.

1293B

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Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[FatihSolak's solution](#)

160.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FatihSolak's solution](#)

161.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,981 global accepts · Rating: 1000 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

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162.

1266B

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Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · last AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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163.

1266A

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

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164.

1256A

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Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math

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165.

114A

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Quality: 15,080 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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166.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[FatihSolak's solution](#)

167.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,418 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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168.

1A

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Quality: 320,193 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

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169.

1864B

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Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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170.

1827A

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Quality: 28,807 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[FatihSolak's solution](#)

171.

1832B

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Quality: 35,490 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

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172.

714A

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Quality: 11,145 global accepts · Rating: 1100 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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173.

712B

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Quality: 10,315 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[FatihSolak's solution](#)

174.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
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175.

1807G2

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

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[FatihSolak's solution](#)

176.

706B

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

Quality: 84,440 global accepts · Rating: 1100 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation
[FatihSolak's solution](#)

177.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[FatihSolak's solution](#)

178.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
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179.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
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180.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[FatihSolak's solution](#)

181.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,616 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
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182.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

183.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: math

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184.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[FatihSolak's solution](#)

185.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[FatihSolak's solution](#)

186.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FatihSolak's solution](#)

187.

1511C

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

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[FatihSolak's solution](#)

188.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[FatihSolak's solution](#)

189.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,403 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[FatihSolak's solution](#)

190.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[FatihSolak's solution](#)

191.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[FatihSolak's solution](#)

192.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FatihSolak's solution](#)

193.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[FatihSolak's solution](#)

194.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

195.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[FatihSolak's solution](#)

196.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[FatihSolak's solution](#)

197.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[FatihSolak's solution](#)

198.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[FatihSolak's solution](#)

199.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[FatihSolak's solution](#)

200.

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[FatihSolak's solution](#)

201.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[FatihSolak's solution](#)

202.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[FatihSolak's solution](#)

203.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[FatihSolak's solution](#)

204.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[FatihSolak's solution](#)

205.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FatihSolak's solution](#)

206.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FatihSolak's solution](#)

207.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[FatihSolak's solution](#)

208.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[FatihSolak's solution](#)

209.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[FatihSolak's solution](#)

210.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FatihSolak's solution](#)

211.

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[FatihSolak's solution](#)

212.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[FatihSolak's solution](#)

213.

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[FatihSolak's solution](#)

214.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[FatihSolak's solution](#)

215.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,933 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[FatihSolak's solution](#)

216.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[FatihSolak's solution](#)

217.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,687 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FatihSolak's solution](#)

218.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,344 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[FatihSolak's solution](#)

219.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

220.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[FatihSolak's solution](#)

221.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[FatihSolak's solution](#)

222.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FatihSolak's solution](#)

223.

1305B

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

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

[FatihSolak's solution](#)

224.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[FatihSolak's solution](#)

225.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[FatihSolak's solution](#)

226.

1272B

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

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[FatihSolak's solution](#)

227.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FatihSolak's solution](#)

228.

4C

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

Quality: 108,140 global accepts · Rating: 1300 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation

[FatihSolak's solution](#)

229.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[FatihSolak's solution](#)

230.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[FatihSolak's solution](#)

231.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FatihSolak's solution](#)

232.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[FatihSolak's solution](#)

233.

1815A

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

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

[FatihSolak's solution](#)

234.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[FatihSolak's solution](#)

235.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive

[FatihSolak's solution](#)

236.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[FatihSolak's solution](#)

237.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[FatihSolak's solution](#)

238.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[FatihSolak's solution](#)

239.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[FatihSolak's solution](#)

240.

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[FatihSolak's solution](#)

241.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[FatihSolak's solution](#)

242.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[FatihSolak's solution](#)

243.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[FatihSolak's solution](#)

244.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[FatihSolak's solution](#)

245.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[FatihSolak's solution](#)

246.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FatihSolak's solution](#)

247.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

248.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[FatihSolak's solution](#)

249.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

250.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[FatihSolak's solution](#)

251.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[FatihSolak's solution](#)

252.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,881 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[FatihSolak's solution](#)

253.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[FatihSolak's solution](#)

254.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[FatihSolak's solution](#)

255.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[FatihSolak's solution](#)

256.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[FatihSolak's solution](#)

257.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[FatihSolak's solution](#)

258.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[FatihSolak's solution](#)

259.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[FatihSolak's solution](#)

260.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[FatihSolak's solution](#)

261.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[FatihSolak's solution](#)

262.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[FatihSolak's solution](#)

263.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[FatihSolak's solution](#)

264.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[FatihSolak's solution](#)

265.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[FatihSolak's solution](#)

266.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[FatihSolak's solution](#)

267.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[FatihSolak's solution](#)

268.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[FatihSolak's solution](#)

269.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[FatihSolak's solution](#)

270.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FatihSolak's solution](#)

271.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[FatihSolak's solution](#)

272.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[FatihSolak's solution](#)

273.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[FatihSolak's solution](#)

274.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[FatihSolak's solution](#)

275.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FatihSolak's solution](#)

276.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · last AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force,

data structures, greedy, number theory, sortings

[FatihSolak's solution](#)

277.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[FatihSolak's solution](#)

278.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[FatihSolak's solution](#)

279.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[FatihSolak's solution](#)

280.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[FatihSolak's solution](#)

281.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[FatihSolak's solution](#)

282.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[FatihSolak's solution](#)

283.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[FatihSolak's solution](#)

284.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[FatihSolak's solution](#)

285.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[FatihSolak's solution](#)

286.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[FatihSolak's solution](#)

287.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[FatihSolak's solution](#)

288.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[FatihSolak's solution](#)

289.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[FatihSolak's solution](#)

290.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[FatihSolak's solution](#)

291.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[FatihSolak's solution](#)

292.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[FatihSolak's solution](#)

293.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[FatihSolak's solution](#)

294.

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[FatihSolak's solution](#)

295.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FatihSolak's solution](#)

296.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[FatihSolak's solution](#)

297.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[FatihSolak's solution](#)

298.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[FatihSolak's solution](#)

299.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FatihSolak's solution](#)

300.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FatihSolak's solution](#)

301.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[FatihSolak's solution](#)

302.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[FatihSolak's solution](#)

303.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[FatihSolak's solution](#)

304.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[FatihSolak's solution](#)

305.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[FatihSolak's solution](#)

306.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search

[FatihSolak's solution](#)

307.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[FatihSolak's solution](#)

308.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math

[FatihSolak's solution](#)

309.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[FatihSolak's solution](#)

310.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[FatihSolak's solution](#)

311.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[FatihSolak's solution](#)

312.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[FatihSolak's solution](#)

313.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[FatihSolak's solution](#)

314.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[FatihSolak's solution](#)

315.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[FatihSolak's solution](#)

316.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[FatihSolak's solution](#)

317.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FatihSolak's solution](#)

318.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[FatihSolak's solution](#)

319.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[FatihSolak's solution](#)

320.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[FatihSolak's solution](#)

321.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[FatihSolak's solution](#)

322.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[FatihSolak's solution](#)

323.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[FatihSolak's solution](#)

324.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[FatihSolak's solution](#)

325.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[FatihSolak's solution](#)

326.

977E

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

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[FatihSolak's solution](#)

327.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[FatihSolak's solution](#)

328.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[FatihSolak's solution](#)

329.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[FatihSolak's solution](#)

330.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[FatihSolak's solution](#)

331.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[FatihSolak's solution](#)

332.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FatihSolak's solution](#)

333.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[FatihSolak's solution](#)

334.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[FatihSolak's solution](#)

335.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[FatihSolak's solution](#)

336.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[FatihSolak's solution](#)

337.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[FatihSolak's solution](#)

338.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[FatihSolak's solution](#)

339.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[FatihSolak's solution](#)

340.

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

[FatihSolak's solution](#)

341.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[FatihSolak's solution](#)

342.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[FatihSolak's solution](#)

343.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[FatihSolak's solution](#)

344.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[FatihSolak's solution](#)

345.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: trees

[FatihSolak's solution](#)

346.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[FatihSolak's solution](#)

347.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

[FatihSolak's solution](#)

348.

1660D

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

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math,

two pointers

[FatihSolak's solution](#)

349.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[FatihSolak's solution](#)

350.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FatihSolak's solution](#)

351.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[FatihSolak's solution](#)

352.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FatihSolak's solution](#)

353.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[FatihSolak's solution](#)

354.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[FatihSolak's solution](#)

355.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[FatihSolak's solution](#)

356.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[FatihSolak's solution](#)

357.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[FatihSolak's solution](#)

358.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[FatihSolak's solution](#)

359.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[FatihSolak's solution](#)

360.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[FatihSolak's solution](#)

361.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[FatihSolak's solution](#)

362.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[FatihSolak's solution](#)

363.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[FatihSolak's solution](#)

364.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[FatihSolak's solution](#)

365.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[FatihSolak's solution](#)

366.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[FatihSolak's solution](#)

367.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FatihSolak's solution](#)

368.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[FatihSolak's solution](#)

369.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[FatihSolak's solution](#)

370.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[FatihSolak's solution](#)

371.

1305C

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

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

[FatihSolak's solution](#)

372.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[FatihSolak's solution](#)

373.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[FatihSolak's solution](#)

374.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[FatihSolak's solution](#)

375.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[FatihSolak's solution](#)

376.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[FatihSolak's solution](#)

377.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[FatihSolak's solution](#)

378.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[FatihSolak's solution](#)

379.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FatihSolak's solution](#)

380.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[FatihSolak's solution](#)

381.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[FatihSolak's solution](#)

382.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[FatihSolak's solution](#)

383.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[FatihSolak's solution](#)

384.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[FatihSolak's solution](#)

385.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[FatihSolak's solution](#)

386.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FatihSolak's solution](#)

387.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[FatihSolak's solution](#)

388.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, trees

[FatihSolak's solution](#)

389.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[FatihSolak's solution](#)

390.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FatihSolak's solution](#)

391.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[FatihSolak's solution](#)

392.

1608C

[Game Master](#) · [Tutorial](#)

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

[FatihSolak's solution](#)

393.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[FatihSolak's solution](#)

394.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[FatihSolak's solution](#)

395.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[FatihSolak's solution](#)

396.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[FatihSolak's solution](#)

397.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

398.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[FatihSolak's solution](#)

399.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, implementation, sortings

[FatihSolak's solution](#)

400.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[FatihSolak's solution](#)

401.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[FatihSolak's solution](#)

402.

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[FatihSolak's solution](#)

403.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · last AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[FatihSolak's solution](#)

404.

1469D

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Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FatihSolak's solution](#)

405.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[FatihSolak's solution](#)

406.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · last AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FatihSolak's solution](#)

407.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[FatihSolak's solution](#)

408.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · last AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[FatihSolak's solution](#)

409.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FatihSolak's solution](#)

410.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[FatihSolak's solution](#)

411.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[FatihSolak's solution](#)

412.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[FatihSolak's solution](#)

413.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[FatihSolak's solution](#)

414.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[FatihSolak's solution](#)

415.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[FatihSolak's solution](#)

416.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[FatihSolak's solution](#)

417.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,584 global accepts · Rating: 1800 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[FatihSolak's solution](#)

418.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[FatihSolak's solution](#)

419.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dp, greedy, trees

[FatihSolak's solution](#)

420.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[FatihSolak's solution](#)

421.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[FatihSolak's solution](#)

422.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: games

[FatihSolak's solution](#)

423.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[FatihSolak's solution](#)

424.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[FatihSolak's solution](#)

425.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[FatihSolak's solution](#)

426.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[FatihSolak's solution](#)

427.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[FatihSolak's solution](#)

428.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[FatihSolak's solution](#)

429.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FatihSolak's solution](#)

430.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[FatihSolak's solution](#)

431.

1221D

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Quality: 10,195 global accepts · Rating: 1800 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FatihSolak's solution](#)

432.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[FatihSolak's solution](#)

433.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[FatihSolak's solution](#)

434.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[FatihSolak's solution](#)

435.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[FatihSolak's solution](#)

436.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[FatihSolak's solution](#)

437.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[FatihSolak's solution](#)

438.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[FatihSolak's solution](#)

439.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[FatihSolak's solution](#)

440.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[FatihSolak's solution](#)

441.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[FatihSolak's solution](#)

442.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FatihSolak's solution](#)

443.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[FatihSolak's solution](#)

444.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[FatihSolak's solution](#)

445.

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

[FatihSolak's solution](#)

446.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[FatihSolak's solution](#)

447.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[FatihSolak's solution](#)

448.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[FatihSolak's solution](#)

449.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[FatihSolak's solution](#)

450.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[FatihSolak's solution](#)

451.

1471D

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

Rating: 1900 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[FatihSolak's solution](#)

452.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[FatihSolak's solution](#)

453.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[FatihSolak's solution](#)

454.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[FatihSolak's solution](#)

455.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[FatihSolak's solution](#)

456.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[FatihSolak's solution](#)

457.

1512F

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Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

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458.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[FatihSolak's solution](#)

459.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FatihSolak's solution](#)

460.

1486C2

[Guessing the Greatest \(hard version\) · Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

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461.

1272E

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Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[FatihSolak's solution](#)

462.

1475F

[Unusual Matrix · Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[FatihSolak's solution](#)

463.

1475G

[Strange Beauty · Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[FatihSolak's solution](#)

464.

961E

[Tufurama · Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FatihSolak's solution](#)

465.

1467C

[Three Bags · Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FatihSolak's solution](#)

466.

1294E

[Obtain a Permutation · Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[FatihSolak's solution](#)

467.

1251D

[Salary Changing · Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[FatihSolak's solution](#)

468.

1313C2

[Skyscrapers \(hard version\) · Tutorial](#)

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[FatihSolak's solution](#)

469.

1827B1

[Range Sorting \(Easy Version\) · Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[FatihSolak's solution](#)

470.

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

[FatihSolak's solution](#)

471.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp

[FatihSolak's solution](#)

472.

1754E

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

Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[FatihSolak's solution](#)

473.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[FatihSolak's solution](#)

474.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[FatihSolak's solution](#)

475.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FatihSolak's solution](#)

476.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-04 · last AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[FatihSolak's solution](#)

477.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[FatihSolak's solution](#)

478.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[FatihSolak's solution](#)

479.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[FatihSolak's solution](#)

480.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings,

two pointers

[FatihSolak's solution](#)

481.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[FatihSolak's solution](#)

482.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · last AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[FatihSolak's solution](#)

483.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[FatihSolak's solution](#)

484.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[FatihSolak's solution](#)

485.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2021-06-22 · last AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[FatihSolak's solution](#)

486.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[FatihSolak's solution](#)

487.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · last AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[FatihSolak's solution](#)

488.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[FatihSolak's solution](#)

489.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[FatihSolak's solution](#)

490.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[FatihSolak's solution](#)

491.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[FatihSolak's solution](#)

492.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2021-01-22 · last AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[FatihSolak's solution](#)

493.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[FatihSolak's solution](#)

494.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,965 global accepts · Rating: 2000 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[FatihSolak's solution](#)

495.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 2000 · first AC: 2021-01-18 · last AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[FatihSolak's solution](#)

496.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[FatihSolak's solution](#)

497.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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498.

1162E

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Rating: 2000 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: games

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499.

1864E

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Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

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500.

1810E

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Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

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501.

703D

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Quality: 4,063 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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502.

703C

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Quality: 1,972 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

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503.

1799D2

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504.

675C

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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505.

1660F2

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Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

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506.

1614D1

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Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

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507.

1598E

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508.

254E

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Quality: 726 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

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509.

1538G

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Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

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510.

1538E

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Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

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511.

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[FatihSolak's solution](#)

512.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[FatihSolak's solution](#)

513.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

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514.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[FatihSolak's solution](#)

515.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

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516.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[FatihSolak's solution](#)

517.

920E

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Quality: 7,748 global accepts · Rating: 2100 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[FatihSolak's solution](#)

518.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[FatihSolak's solution](#)

519.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[FatihSolak's solution](#)

520.

1312E

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Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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521.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[FatihSolak's solution](#)

522.

1837E

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Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[FatihSolak's solution](#)

523.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[FatihSolak's solution](#)

524.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[FatihSolak's solution](#)

525.

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

[FatihSolak's solution](#)

526.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[FatihSolak's solution](#)

527.

713B

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Quality: 1,507 global accepts · Rating: 2200 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[FatihSolak's solution](#)

528.

712D

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Quality: 1,993 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FatihSolak's solution](#)

529.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[FatihSolak's solution](#)

530.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[FatihSolak's solution](#)

531.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

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532.

1741G

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Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

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533.

1717E

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Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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534.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

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535.

1656E

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Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[FatihSolak's solution](#)

536.

1272F

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Quality: 2,334 global accepts · Rating: 2200 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, two pointers

[FatihSolak's solution](#)

537.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FatihSolak's solution](#)

538.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[FatihSolak's solution](#)

539.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

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540.

1607H

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Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[FatihSolak's solution](#)

541.

1579G

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Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FatihSolak's solution](#)

542.

1515E

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Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FatihSolak's solution](#)

543.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FatihSolak's solution](#)

544.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[FatihSolak's solution](#)

545.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[FatihSolak's solution](#)

546.

1105E

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Quality: 1,915 global accepts · Rating: 2200 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[FatihSolak's solution](#)

547.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[FatihSolak's solution](#)

548.

946E

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Quality: 1,244 global accepts · Rating: 2200 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[FatihSolak's solution](#)

549.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

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550.

920G

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Quality: 1,998 global accepts · Rating: 2200 · first AC: 2021-01-18 · last AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

bitmasks, brute force, combinatorics, math, number theory

[FatihSolak's solution](#)

551.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[FatihSolak's solution](#)

552.

1864F

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Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

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553.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

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554.

1842E

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555.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

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556.

438D

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Quality: 11,597 global accepts · Rating: 2300 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

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557.

38G

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Quality: 808 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[FatihSolak's solution](#)

558.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

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559.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[FatihSolak's solution](#)

560.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, greedy, trees

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561.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[FatihSolak's solution](#)

562.

1780F

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[FatihSolak's solution](#)

563.

1766E

[Decomposition](#) · [Tutorial](#)

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564.

1748E

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Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[FatihSolak's solution](#)

565.

1706E

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Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

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566.

1699D

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Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[FatihSolak's solution](#)

567.

1698E

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Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

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568.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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569.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[FatihSolak's solution](#)

570.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

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571.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FatihSolak's solution](#)

572.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[FatihSolak's solution](#)

573.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[FatihSolak's solution](#)

574.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[FatihSolak's solution](#)

575.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[FatihSolak's solution](#)

576.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[FatihSolak's solution](#)

577.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[FatihSolak's solution](#)

578.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[FatihSolak's solution](#)

579.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[FatihSolak's solution](#)

580.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[FatihSolak's solution](#)

581.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[FatihSolak's solution](#)

582.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[FatihSolak's solution](#)

583.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[FatihSolak's solution](#)

584.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[FatihSolak's solution](#)

585.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-13 · last AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[FatihSolak's solution](#)

586.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · last AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[FatihSolak's solution](#)

587.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[FatihSolak's solution](#)

588.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[FatihSolak's solution](#)

589.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

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590.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[FatihSolak's solution](#)

591.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[FatihSolak's solution](#)

592.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[FatihSolak's solution](#)

593.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[FatihSolak's solution](#)

594.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[FatihSolak's solution](#)

595.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[FatihSolak's solution](#)

596.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[FatihSolak's solution](#)

597.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[FatihSolak's solution](#)

598.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[FatihSolak's solution](#)

599.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[FatihSolak's solution](#)

600.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[FatihSolak's solution](#)

601.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[FatihSolak's solution](#)

602.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[FatihSolak's solution](#)

603.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[FatihSolak's solution](#)

604.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[FatihSolak's solution](#)

605.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[FatihSolak's solution](#)

606.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[FatihSolak's solution](#)

607.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[FatihSolak's solution](#)

608.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graph matchings, graphs

[FatihSolak's solution](#)

609.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[FatihSolak's solution](#)

610.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[FatihSolak's solution](#)

611.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[FatihSolak's solution](#)

612.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[FatihSolak's solution](#)

613.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, trees

[FatihSolak's solution](#)

614.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[FatihSolak's solution](#)

615.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[FatihSolak's solution](#)

616.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[FatihSolak's solution](#)

617.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-04-20 · last AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[FatihSolak's solution](#)

618.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[FatihSolak's solution](#)

619.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[FatihSolak's solution](#)

620.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[FatihSolak's solution](#)

621.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[FatihSolak's solution](#)

622.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[FatihSolak's solution](#)

623.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[FatihSolak's solution](#)

624.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[FatihSolak's solution](#)

625.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation

[FatihSolak's solution](#)

626.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices

[FatihSolak's solution](#)

627.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[FatihSolak's solution](#)

628.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[FatihSolak's solution](#)

629.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[FatihSolak's solution](#)

630.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[FatihSolak's solution](#)

631.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[FatihSolak's solution](#)

632.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[FatihSolak's solution](#)

633.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities

[FatihSolak's solution](#)

634.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[FatihSolak's solution](#)

635.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, math

[FatihSolak's solution](#)

636.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[FatihSolak's solution](#)

637.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[FatihSolak's solution](#)

638.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[FatihSolak's solution](#)

639.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[FatihSolak's solution](#)

640.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[FatihSolak's solution](#)

641.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[FatihSolak's solution](#)

642.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[FatihSolak's solution](#)

643.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[FatihSolak's solution](#)

644.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[FatihSolak's solution](#)

645.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[FatihSolak's solution](#)

646.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[FatihSolak's solution](#)

647.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[FatihSolak's solution](#)

648.

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[FatihSolak's solution](#)

649.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[FatihSolak's solution](#)

650.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[FatihSolak's solution](#)

651.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[FatihSolak's solution](#)

652.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[FatihSolak's solution](#)

653.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · last AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[FatihSolak's solution](#)

654.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[FatihSolak's solution](#)

655.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[FatihSolak's solution](#)

656.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[FatihSolak's solution](#)

657.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[FatihSolak's solution](#)

658.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[FatihSolak's solution](#)

659.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[FatihSolak's solution](#)

660.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-01-17 · last AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FatihSolak's solution](#)

661.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[FatihSolak's solution](#)

662.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[FatihSolak's solution](#)

663.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FatihSolak's solution](#)

664.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[FatihSolak's solution](#)

665.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[FatihSolak's solution](#)

666.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[FatihSolak's solution](#)

667.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[FatihSolak's solution](#)

668.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[FatihSolak's solution](#)

669.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[FatihSolak's solution](#)

670.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[FatihSolak's solution](#)

671.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[FatihSolak's solution](#)

672.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FatihSolak's solution](#)

673.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[FatihSolak's solution](#)

674.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[FatihSolak's solution](#)

675.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[FatihSolak's solution](#)

676.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[FatihSolak's solution](#)

677.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[FatihSolak's solution](#)

678.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[FatihSolak's solution](#)

679.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[FatihSolak's solution](#)

680.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[FatihSolak's solution](#)

681.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[FatihSolak's solution](#)

682.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[FatihSolak's solution](#)

683.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[FatihSolak's solution](#)

684.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[FatihSolak's solution](#)

685.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[FatihSolak's solution](#)

686.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[FatihSolak's solution](#)

687.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[FatihSolak's solution](#)

688.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[FatihSolak's solution](#)

689.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[FatihSolak's solution](#)

690.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[FatihSolak's solution](#)

691.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[FatihSolak's solution](#)

692.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[FatihSolak's solution](#)

693.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[FatihSolak's solution](#)

694.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[FatihSolak's solution](#)

695.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp

[FatihSolak's solution](#)

696.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[FatihSolak's solution](#)

697.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[FatihSolak's solution](#)

698.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[FatihSolak's solution](#)

699.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[FatihSolak's solution](#)

700.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[FatihSolak's solution](#)

701.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[FatihSolak's solution](#)

702.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[FatihSolak's solution](#)

703.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[FatihSolak's solution](#)

704.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[FatihSolak's solution](#)

705.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[FatihSolak's solution](#)

706.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[FatihSolak's solution](#)

707.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2020-12-17 · last AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[FatihSolak's solution](#)

708.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[FatihSolak's solution](#)

709.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[FatihSolak's solution](#)

710.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[FatihSolak's solution](#)

711.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees

[FatihSolak's solution](#)

712.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[FatihSolak's solution](#)

713.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[FatihSolak's solution](#)

714.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory

[FatihSolak's solution](#)

715.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[FatihSolak's solution](#)

716.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[FatihSolak's solution](#)

717.

1649F

[Serious Business](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[FatihSolak's solution](#)

718.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[FatihSolak's solution](#)

719.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[FatihSolak's solution](#)

720.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[FatihSolak's solution](#)

721.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[FatihSolak's solution](#)

722.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[FatihSolak's solution](#)

723.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[FatihSolak's solution](#)

724.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[FatihSolak's solution](#)

725.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[FatihSolak's solution](#)

726.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, math

[FatihSolak's solution](#)

727.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[FatihSolak's solution](#)

728.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[FatihSolak's solution](#)

729.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[FatihSolak's solution](#)

730.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[FatihSolak's solution](#)

731.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[FatihSolak's solution](#)

732.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[FatihSolak's solution](#)

733.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[FatihSolak's solution](#)

734.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[FatihSolak's solution](#)

735.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[FatihSolak's solution](#)

736.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[FatihSolak's solution](#)

737.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[FatihSolak's solution](#)

738.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[FatihSolak's solution](#)

739.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[FatihSolak's solution](#)

740.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FatihSolak's solution](#)

741.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[FatihSolak's solution](#)

742.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[FatihSolak's solution](#)

743.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[FatihSolak's solution](#)

744.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[FatihSolak's solution](#)

745.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[FatihSolak's solution](#)

746.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[FatihSolak's solution](#)

747.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[FatihSolak's solution](#)

748.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[FatihSolak's solution](#)

749.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[FatihSolak's solution](#)

750.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, trees

[FatihSolak's solution](#)

751.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[FatihSolak's solution](#)

752.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[FatihSolak's solution](#)

753.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[FatihSolak's solution](#)

754.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings

[FatihSolak's solution](#)

755.

1952A

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

Quality: 14,101 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings

[FatihSolak's solution](#)

756.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FatihSolak's solution](#)

757.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FatihSolak's solution](#)

758.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FatihSolak's solution](#)

759.

104114I

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

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FatihSolak's solution](#)

760.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FatihSolak's solution](#)

761.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FatihSolak's solution](#)

762.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FatihSolak's solution](#)

763.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FatihSolak's solution](#)

764.

104229D

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

765.

104229B

[Lego Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

766.

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

767.

103148D

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

768.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

769.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

770.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

771.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[FatihSolak's solution](#)

772.

102534C

[The Final Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

773.

102534E

[Chicken Farm](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

774.

102534B

[Need More T-shirts!](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)

775.

102534A

[Alphabet Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[FatihSolak's solution](#)