

Unique solved — Forza Ferrari

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4.

1672A

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5.

1672B

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6.

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7.

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1773F

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9.

1735A

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11.

1730A

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12.

1734B

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1733A

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20.

1712A

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1720B

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25.

1673A

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26.

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28.

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29.

1696A

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1670A

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1682A

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37.

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41.

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44.

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1633A

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47.

1691A

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48.

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49.

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53.

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57.

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58.

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1660B

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66.

1615A

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68.

1583A

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69.

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70.

1592A

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71.

1556A

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72.

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74.

1566A

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1504A

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77.

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78.

1487A

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79.

1480A

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80.

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82.

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83.

1400A

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84.

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1398B

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87.

1398A

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88.

1391B

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89.

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90.

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91.

1399B

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92.

1399A

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93.

1388A

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94.

1389A

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95.

1735B

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96.

1726A

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97.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Forza Ferrari's solution](#)

98.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Forza Ferrari's solution](#)

99.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[Forza Ferrari's solution](#)

100.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[Forza Ferrari's solution](#)

101.

1696B

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

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-27 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Forza Ferrari's solution](#)

102.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Forza Ferrari's solution](#)

103.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Forza Ferrari's solution](#)

104.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Forza Ferrari's solution](#)

105.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Forza Ferrari's solution](#)

106.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Forza Ferrari's solution](#)

107.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

108.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Forza Ferrari's solution](#)

109.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Forza Ferrari's solution](#)

110.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Forza Ferrari's solution](#)

111.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[Forza Ferrari's solution](#)

112.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation,

sortings

[Forza Ferrari's solution](#)

113.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

114.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · last AC: 2020-10-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Forza Ferrari's solution](#)

115.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Forza Ferrari's solution](#)

116.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Forza Ferrari's solution](#)

117.

1781B

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

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

[Forza Ferrari's solution](#)

118.

1782B

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

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

[Forza Ferrari's solution](#)

119.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Forza Ferrari's solution](#)

120.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,915 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Forza Ferrari's solution](#)

121.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,953 global accepts · Rating: 1000 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Forza Ferrari's solution](#)

122.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Forza Ferrari's solution](#)

123.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[Forza Ferrari's solution](#)

124.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,029 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Forza Ferrari's solution](#)

125.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Forza Ferrari's solution](#)

126.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[Forza Ferrari's solution](#)

127.

1474B

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

Quality: 40,328 global accepts · Rating: 1000 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Forza Ferrari's solution](#)

128.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Forza Ferrari's solution](#)

129.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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

[Forza Ferrari's solution](#)

130.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Forza Ferrari's solution](#)

131.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Forza Ferrari's solution](#)

132.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search,

constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

133.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · last AC: 2020-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Forza Ferrari's solution](#)

134.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, math

[Forza Ferrari's solution](#)

135.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: greedy, math

[Forza Ferrari's solution](#)

136.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,195 global accepts · Rating: 1000 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: math

[Forza Ferrari's solution](#)

137.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Forza Ferrari's solution](#)

138.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Forza Ferrari's solution](#)

139.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Forza Ferrari's solution](#)

140.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-07 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Forza Ferrari's solution](#)

141.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

142.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Forza Ferrari's solution](#)

143.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Forza Ferrari's solution](#)

144.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Forza Ferrari's solution](#)

145.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Forza Ferrari's solution](#)

146.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Forza Ferrari's solution](#)

147.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Forza Ferrari's solution](#)

148.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Forza Ferrari's solution](#)

149.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Forza Ferrari's solution](#)

150.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Forza Ferrari's solution](#)

151.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Forza Ferrari's solution](#)

152.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,618 global accepts · Rating: 1100 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Forza Ferrari's solution](#)

153.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Forza Ferrari's solution](#)

154.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Forza Ferrari's solution](#)

155.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Forza Ferrari's solution](#)

156.

1566D1

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

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

[Forza Ferrari's solution](#)

157.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,404 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[Forza Ferrari's solution](#)

158.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Forza Ferrari's solution](#)

159.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

160.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[Forza Ferrari's solution](#)

161.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Forza Ferrari's solution](#)

162.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Forza Ferrari's solution](#)

163.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Forza_Ferrari's solution](#)

164.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Forza_Ferrari's solution](#)

165.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Forza_Ferrari's solution](#)

166.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[Forza_Ferrari's solution](#)

167.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,278 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Forza_Ferrari's solution](#)

168.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Forza_Ferrari's solution](#)

169.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[Forza_Ferrari's solution](#)

170.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[Forza_Ferrari's solution](#)

171.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Forza_Ferrari's solution](#)

172.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Forza Ferrari's solution](#)

173.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Forza Ferrari's solution](#)

174.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Forza Ferrari's solution](#)

175.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Forza Ferrari's solution](#)

176.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Forza Ferrari's solution](#)

177.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Forza Ferrari's solution](#)

178.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Forza Ferrari's solution](#)

179.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Forza Ferrari's solution](#)

180.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Forza Ferrari's solution](#)

181.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · last AC: 2021-06-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[Forza Ferrari's solution](#)

182.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,711 global accepts · Rating: 1200 · first AC: 2021-04-03 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Forza Ferrari's solution](#)

183.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,687 global accepts · Rating: 1200 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: math, number theory

[Forza Ferrari's solution](#)

184.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Forza Ferrari's solution](#)

185.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Forza Ferrari's solution](#)

186.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · last AC: 2020-08-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Forza Ferrari's solution](#)

187.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,651 global accepts · Rating: 1200 · first AC: 2020-08-05 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[Forza Ferrari's solution](#)

188.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-07-24 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Forza Ferrari's solution](#)

189.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Forza Ferrari's solution](#)

190.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Forza Ferrari's solution](#)

191.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Forza Ferrari's solution](#)

192.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Forza Ferrari's solution](#)

193.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-07 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Forza Ferrari's solution](#)

194.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Forza Ferrari's solution](#)

195.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Forza Ferrari's solution](#)

196.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Forza Ferrari's solution](#)

197.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Forza Ferrari's solution](#)

198.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Forza Ferrari's solution](#)

199.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Forza Ferrari's solution](#)

200.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Forza Ferrari's solution](#)

201.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Forza Ferrari's solution](#)

202.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Forza Ferrari's solution](#)

203.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Forza Ferrari's solution](#)

204.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[Forza Ferrari's solution](#)

205.

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[Forza Ferrari's solution](#)

206.

1615B

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

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-24 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[Forza Ferrari's solution](#)

207.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Forza Ferrari's solution](#)

208.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[Forza Ferrari's solution](#)

209.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Forza Ferrari's solution](#)

210.

1561B

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

Rating: 1300 · first AC: 2021-08-25 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Forza Ferrari's solution](#)

211.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-25 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[Forza Ferrari's solution](#)

212.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[Forza Ferrari's solution](#)

213.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Forza_Ferrari's solution](#)

214.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy

[Forza_Ferrari's solution](#)

215.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[Forza_Ferrari's solution](#)

216.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · last AC: 2020-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Forza_Ferrari's solution](#)

217.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Forza_Ferrari's solution](#)

218.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Forza_Ferrari's solution](#)

219.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Forza_Ferrari's solution](#)

220.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Forza_Ferrari's solution](#)

221.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Forza_Ferrari's solution](#)

222.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Forza_Ferrari's solution](#)

223.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Forza_Ferrari's solution](#)

224.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Forza_Ferrari's solution](#)

225.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Forza_Ferrari's solution](#)

226.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-27 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Forza_Ferrari's solution](#)

227.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Forza_Ferrari's solution](#)

228.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Forza_Ferrari's solution](#)

229.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, ternary search

[Forza_Ferrari's solution](#)

230.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Forza_Ferrari's solution](#)

231.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Forza_Ferrari's solution](#)

232.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Forza Ferrari's solution](#)

233.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Forza Ferrari's solution](#)

234.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Forza Ferrari's solution](#)

235.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Forza Ferrari's solution](#)

236.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Forza Ferrari's solution](#)

237.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Forza Ferrari's solution](#)

238.

438A

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

Rating: 1400 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Forza Ferrari's solution](#)

239.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[Forza Ferrari's solution](#)

240.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Forza Ferrari's solution](#)

241.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · last AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Forza Ferrari's solution](#)

242.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Forza Ferrari's solution](#)

243.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Forza Ferrari's solution](#)

244.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

245.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Forza Ferrari's solution](#)

246.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Forza Ferrari's solution](#)

247.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Forza Ferrari's solution](#)

248.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Forza Ferrari's solution](#)

249.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Forza Ferrari's solution](#)

250.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,029 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Forza Ferrari's solution](#)

251.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · last AC: 2021-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Forza Ferrari's solution](#)

252.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-04-05 · last AC: 2021-04-05 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[Forza Ferrari's solution](#)

253.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-02-08 · last AC: 2021-02-08 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[Forza Ferrari's solution](#)

254.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

255.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Forza Ferrari's solution](#)

256.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Forza Ferrari's solution](#)

257.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Forza Ferrari's solution](#)

258.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

259.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Forza Ferrari's solution](#)

260.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Forza Ferrari's solution](#)

261.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2021-01-22 · last AC: 2022-06-13 · GNU C++11 (first AC) · Tags: constructive

algorithms, math, number theory

[Forza_Ferrari's solution](#)

262.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Forza_Ferrari's solution](#)

263.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Forza_Ferrari's solution](#)

264.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Forza_Ferrari's solution](#)

265.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Forza_Ferrari's solution](#)

266.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Forza_Ferrari's solution](#)

267.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Forza_Ferrari's solution](#)

268.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Forza_Ferrari's solution](#)

269.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Forza_Ferrari's solution](#)

270.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Forza_Ferrari's solution](#)

271.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Forza Ferrari's solution](#)

272.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[Forza Ferrari's solution](#)

273.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Forza Ferrari's solution](#)

274.

1179A

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

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: data structures, implementation

[Forza Ferrari's solution](#)

275.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2021-06-21 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Forza Ferrari's solution](#)

276.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, sortings

[Forza Ferrari's solution](#)

277.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Forza Ferrari's solution](#)

278.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Forza Ferrari's solution](#)

279.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Forza Ferrari's solution](#)

280.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Forza Ferrari's solution](#)

281.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[Forza Ferrari's solution](#)

282.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Forza Ferrari's solution](#)

283.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[Forza Ferrari's solution](#)

284.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Forza Ferrari's solution](#)

285.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Forza Ferrari's solution](#)

286.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Forza Ferrari's solution](#)

287.

1781C

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

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

[Forza Ferrari's solution](#)

288.

1782C

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

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

[Forza Ferrari's solution](#)

289.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Forza Ferrari's solution](#)

290.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy,

implementation, math, ternary search

[Forza Ferrari's solution](#)

291.

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Forza Ferrari's solution](#)

292.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Forza Ferrari's solution](#)

293.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[Forza Ferrari's solution](#)

294.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

295.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Forza Ferrari's solution](#)

296.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Forza Ferrari's solution](#)

297.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2022-05-22 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Forza Ferrari's solution](#)

298.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Forza Ferrari's solution](#)

299.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Forza Ferrari's solution](#)

300.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer,

dp, greedy, trees

[Forza Ferrari's solution](#)

301.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Forza Ferrari's solution](#)

302.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Forza Ferrari's solution](#)

303.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Forza Ferrari's solution](#)

304.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Forza Ferrari's solution](#)

305.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, strings

[Forza Ferrari's solution](#)

306.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[Forza Ferrari's solution](#)

307.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Forza Ferrari's solution](#)

308.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,666 global accepts · Rating: 1600 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Forza Ferrari's solution](#)

309.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Forza Ferrari's solution](#)

310.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Forza Ferrari's solution](#)

311.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Forza Ferrari's solution](#)

312.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,051 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: dfs and similar

[Forza Ferrari's solution](#)

313.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Forza Ferrari's solution](#)

314.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Forza Ferrari's solution](#)

315.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, interactive

[Forza Ferrari's solution](#)

316.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Forza Ferrari's solution](#)

317.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[Forza Ferrari's solution](#)

318.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Forza Ferrari's solution](#)

319.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 1600 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: data structures, dp, math

[Forza Ferrari's solution](#)

320.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Forza Ferrari's solution](#)

321.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Forza Ferrari's solution](#)

322.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Forza Ferrari's solution](#)

323.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Forza Ferrari's solution](#)

324.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Forza Ferrari's solution](#)

325.

1229A

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

Rating: 1700 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[Forza Ferrari's solution](#)

326.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Forza Ferrari's solution](#)

327.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Forza Ferrari's solution](#)

328.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Forza Ferrari's solution](#)

329.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Forza Ferrari's solution](#)

330.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, data structures, greedy

[Forza Ferrari's solution](#)

331.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Forza Ferrari's solution](#)

332.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Forza Ferrari's solution](#)

333.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Forza Ferrari's solution](#)

334.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Forza Ferrari's solution](#)

335.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[Forza Ferrari's solution](#)

336.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Forza Ferrari's solution](#)

337.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-24 · last AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Forza Ferrari's solution](#)

338.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Forza Ferrari's solution](#)

339.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Forza Ferrari's solution](#)

340.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Forza Ferrari's solution](#)

341.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[Forza Ferrari's solution](#)

342.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Forza Ferrari's solution](#)

343.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[Forza Ferrari's solution](#)

344.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Forza Ferrari's solution](#)

345.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Forza Ferrari's solution](#)

346.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Forza Ferrari's solution](#)

347.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Forza Ferrari's solution](#)

348.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Forza Ferrari's solution](#)

349.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Forza Ferrari's solution](#)

350.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Forza Ferrari's solution](#)

351.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Forza Ferrari's solution](#)

352.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · last AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Forza Ferrari's solution](#)

353.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Forza Ferrari's solution](#)

354.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Forza Ferrari's solution](#)

355.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Forza Ferrari's solution](#)

356.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Forza Ferrari's solution](#)

357.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Forza Ferrari's solution](#)

358.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[Forza Ferrari's solution](#)

359.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Forza Ferrari's solution](#)

360.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2021-04-05 · last AC: 2021-04-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Forza Ferrari's solution](#)

361.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive
[Forza_Ferrari's solution](#)

362.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive
[Forza_Ferrari's solution](#)

363.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[Forza_Ferrari's solution](#)

364.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search
[Forza_Ferrari's solution](#)

365.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-02-08 · last AC: 2021-02-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[Forza_Ferrari's solution](#)

366.

1480C

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

Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, math, ternary search
[Forza_Ferrari's solution](#)

367.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation
[Forza_Ferrari's solution](#)

368.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[Forza_Ferrari's solution](#)

369.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2021-01-25 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation, math
[Forza_Ferrari's solution](#)

370.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-01-22 · last AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[Forza_Ferrari's solution](#)

371.

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[Forza Ferrari's solution](#)

372.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Forza Ferrari's solution](#)

373.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Forza Ferrari's solution](#)

374.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Forza Ferrari's solution](#)

375.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · last AC: 2020-08-17 · GNU C++11 (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

376.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Forza Ferrari's solution](#)

377.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Forza Ferrari's solution](#)

378.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Forza Ferrari's solution](#)

379.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Forza Ferrari's solution](#)

380.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Forza Ferrari's solution](#)

381.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2022-06-12 · last AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Forza Ferrari's solution](#)

382.

1781D

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

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

[Forza Ferrari's solution](#)

383.

1782D

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

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

[Forza Ferrari's solution](#)

384.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Forza Ferrari's solution](#)

385.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Forza Ferrari's solution](#)

386.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Forza Ferrari's solution](#)

387.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Forza Ferrari's solution](#)

388.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

389.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Forza Ferrari's solution](#)

390.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Forza Ferrari's solution](#)

391.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Forza Ferrari's solution](#)

392.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Forza Ferrari's solution](#)

393.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Forza Ferrari's solution](#)

394.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Forza Ferrari's solution](#)

395.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Forza Ferrari's solution](#)

396.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Forza Ferrari's solution](#)

397.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · last AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Forza Ferrari's solution](#)

398.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, strings

[Forza Ferrari's solution](#)

399.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Forza Ferrari's solution](#)

400.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Forza Ferrari's solution](#)

401.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Forza Ferrari's solution](#)

402.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: games

[Forza Ferrari's solution](#)

403.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Forza Ferrari's solution](#)

404.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Forza Ferrari's solution](#)

405.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Forza Ferrari's solution](#)

406.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Forza Ferrari's solution](#)

407.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Forza Ferrari's solution](#)

408.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Forza Ferrari's solution](#)

409.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Forza Ferrari's solution](#)

410.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Forza Ferrari's solution](#)

411.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Forza Ferrari's solution](#)

412.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Forza Ferrari's solution](#)

413.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms

[Forza Ferrari's solution](#)

414.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[Forza Ferrari's solution](#)

415.

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Forza Ferrari's solution](#)

416.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Forza Ferrari's solution](#)

417.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2021-01-25 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation, math

[Forza Ferrari's solution](#)

418.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2021-01-22 · last AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Forza Ferrari's solution](#)

419.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Forza Ferrari's solution](#)

420.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Forza Ferrari's solution](#)

421.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers
[Forza Ferrari's solution](#)

422.

1395D

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

Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings
[Forza Ferrari's solution](#)

423.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees
[Forza Ferrari's solution](#)

424.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Forza Ferrari's solution](#)

425.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
[Forza Ferrari's solution](#)

426.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[Forza Ferrari's solution](#)

427.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Forza Ferrari's solution](#)

428.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities
[Forza Ferrari's solution](#)

429.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
[Forza Ferrari's solution](#)

430.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[Forza Ferrari's solution](#)

431.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Forza Ferrari's solution](#)

432.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Forza Ferrari's solution](#)

433.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Forza Ferrari's solution](#)

434.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Forza Ferrari's solution](#)

435.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Forza Ferrari's solution](#)

436.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Forza Ferrari's solution](#)

437.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-27 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Forza Ferrari's solution](#)

438.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Forza Ferrari's solution](#)

439.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Forza Ferrari's solution](#)

440.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

441.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Forza Ferrari's solution](#)

442.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Forza Ferrari's solution](#)

443.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2021-01-22 · last AC: 2022-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Forza Ferrari's solution](#)

444.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Forza Ferrari's solution](#)

445.

438B

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

Rating: 1900 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, sortings

[Forza Ferrari's solution](#)

446.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, sortings

[Forza Ferrari's solution](#)

447.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Forza Ferrari's solution](#)

448.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · last AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Forza Ferrari's solution](#)

449.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Forza Ferrari's solution](#)

450.

1656D

[K-good](#) · [Tutorial](#)

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

theory

[Forza Ferrari's solution](#)

451.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Forza Ferrari's solution](#)

452.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Forza Ferrari's solution](#)

453.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Forza Ferrari's solution](#)

454.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Forza Ferrari's solution](#)

455.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Forza Ferrari's solution](#)

456.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[Forza Ferrari's solution](#)

457.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Forza Ferrari's solution](#)

458.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Forza Ferrari's solution](#)

459.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Forza Ferrari's solution](#)

460.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Forza Ferrari's solution](#)

461.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Forza Ferrari's solution](#)

462.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[Forza Ferrari's solution](#)

463.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Forza Ferrari's solution](#)

464.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-25 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Forza Ferrari's solution](#)

465.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Forza Ferrari's solution](#)

466.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Forza Ferrari's solution](#)

467.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Forza Ferrari's solution](#)

468.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Forza Ferrari's solution](#)

469.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, interactive

[Forza Ferrari's solution](#)

470.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy,

math

[Forza Ferrari's solution](#)

471.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[Forza Ferrari's solution](#)

472.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Forza Ferrari's solution](#)

473.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[Forza Ferrari's solution](#)

474.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Forza Ferrari's solution](#)

475.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[Forza Ferrari's solution](#)

476.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Forza Ferrari's solution](#)

477.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Forza Ferrari's solution](#)

478.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · last AC: 2020-10-12 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Forza Ferrari's solution](#)

479.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Forza Ferrari's solution](#)

480.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[Forza Ferrari's solution](#)

481.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Forza Ferrari's solution](#)

482.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Forza Ferrari's solution](#)

483.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Forza Ferrari's solution](#)

484.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Forza Ferrari's solution](#)

485.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Forza Ferrari's solution](#)

486.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Forza Ferrari's solution](#)

487.

1229B

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

Rating: 2000 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Forza Ferrari's solution](#)

488.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Forza Ferrari's solution](#)

489.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[Forza Ferrari's solution](#)

490.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Forza_Ferrari's solution](#)

491.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Forza_Ferrari's solution](#)

492.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Forza_Ferrari's solution](#)

493.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Forza_Ferrari's solution](#)

494.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Forza_Ferrari's solution](#)

495.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Forza_Ferrari's solution](#)

496.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Forza_Ferrari's solution](#)

497.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-27 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Forza_Ferrari's solution](#)

498.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Forza_Ferrari's solution](#)

499.

1354C2

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

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, math

[Forza_Ferrari's solution](#)

500.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Forza Ferrari's solution](#)

501.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Forza Ferrari's solution](#)

502.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Forza Ferrari's solution](#)

503.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

504.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

505.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Forza Ferrari's solution](#)

506.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Forza Ferrari's solution](#)

507.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Forza Ferrari's solution](#)

508.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Forza Ferrari's solution](#)

509.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Forza Ferrari's solution](#)

510.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Forza Ferrari's solution](#)

511.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

512.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Forza Ferrari's solution](#)

513.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Forza Ferrari's solution](#)

514.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Forza Ferrari's solution](#)

515.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Forza Ferrari's solution](#)

516.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Forza Ferrari's solution](#)

517.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

518.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Forza Ferrari's solution](#)

519.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Forza Ferrari's solution](#)

520.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Forza Ferrari's solution](#)

521.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Forza Ferrari's solution](#)

522.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Forza Ferrari's solution](#)

523.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Forza Ferrari's solution](#)

524.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · last AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Forza Ferrari's solution](#)

525.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Forza Ferrari's solution](#)

526.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Forza Ferrari's solution](#)

527.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-10-04 · last AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy

[Forza Ferrari's solution](#)

528.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: games

[Forza Ferrari's solution](#)

529.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: games

[Forza Ferrari's solution](#)

530.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Forza Ferrari's solution](#)

531.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Forza Ferrari's solution](#)

532.

1561E

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

Rating: 2000 · first AC: 2021-08-25 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Forza Ferrari's solution](#)

533.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Forza Ferrari's solution](#)

534.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Forza Ferrari's solution](#)

535.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[Forza Ferrari's solution](#)

536.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-06-21 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

537.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2021-06-21 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Forza Ferrari's solution](#)

538.

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[Forza Ferrari's solution](#)

539.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Forza Ferrari's solution](#)

540.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Forza Ferrari's solution](#)

541.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-01-25 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Forza Ferrari's solution](#)

542.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Forza Ferrari's solution](#)

543.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Forza Ferrari's solution](#)

544.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Forza Ferrari's solution](#)

545.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[Forza Ferrari's solution](#)

546.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Forza Ferrari's solution](#)

547.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Forza Ferrari's solution](#)

548.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Forza Ferrari's solution](#)

549.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Forza Ferrari's solution](#)

550.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Forza_Ferrari's solution](#)

551.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2022-05-22 · last AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Forza_Ferrari's solution](#)

552.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-02-22 · last AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Forza_Ferrari's solution](#)

553.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[Forza_Ferrari's solution](#)

554.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Forza_Ferrari's solution](#)

555.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Forza_Ferrari's solution](#)

556.

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[Forza_Ferrari's solution](#)

557.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[Forza_Ferrari's solution](#)

558.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Forza_Ferrari's solution](#)

559.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Forza_Ferrari's solution](#)

560.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Forza Ferrari's solution](#)

561.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Forza Ferrari's solution](#)

562.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Forza Ferrari's solution](#)

563.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Forza Ferrari's solution](#)

564.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[Forza Ferrari's solution](#)

565.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Forza Ferrari's solution](#)

566.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Forza Ferrari's solution](#)

567.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Forza Ferrari's solution](#)

568.

1265E

[Beautiful Mirrors](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[Forza Ferrari's solution](#)

569.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Forza Ferrari's solution](#)

570.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Forza Ferrari's solution](#)

571.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Forza Ferrari's solution](#)

572.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Forza Ferrari's solution](#)

573.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Forza Ferrari's solution](#)

574.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Forza Ferrari's solution](#)

575.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[Forza Ferrari's solution](#)

576.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Forza Ferrari's solution](#)

577.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Forza Ferrari's solution](#)

578.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · last AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Forza Ferrari's solution](#)

579.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Forza Ferrari's solution](#)

580.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks,

combinatorics, dp, math

[Forza Ferrari's solution](#)

581.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Forza Ferrari's solution](#)

582.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

583.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Forza Ferrari's solution](#)

584.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Forza Ferrari's solution](#)

585.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[Forza Ferrari's solution](#)

586.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Forza Ferrari's solution](#)

587.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Forza Ferrari's solution](#)

588.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-08 · last AC: 2021-02-08 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Forza Ferrari's solution](#)

589.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Forza Ferrari's solution](#)

590.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2021-01-22 · last AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Forza Ferrari's solution](#)

591.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Forza Ferrari's solution](#)

592.

609E

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

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2019-08-28 · last AC: 2019-08-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Forza Ferrari's solution](#)

593.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Forza Ferrari's solution](#)

594.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Forza Ferrari's solution](#)

595.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Forza Ferrari's solution](#)

596.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Forza Ferrari's solution](#)

597.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Forza Ferrari's solution](#)

598.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Forza Ferrari's solution](#)

599.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Forza Ferrari's solution](#)

600.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Forza_Ferrari's solution](#)

601.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Forza_Ferrari's solution](#)

602.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Forza_Ferrari's solution](#)

603.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Forza_Ferrari's solution](#)

604.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Forza_Ferrari's solution](#)

605.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Forza_Ferrari's solution](#)

606.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Forza_Ferrari's solution](#)

607.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Forza_Ferrari's solution](#)

608.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Forza_Ferrari's solution](#)

609.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[Forza_Ferrari's solution](#)

610.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Forza Ferrari's solution](#)

611.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings
[Forza Ferrari's solution](#)

612.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[Forza Ferrari's solution](#)

613.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[Forza Ferrari's solution](#)

614.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Forza Ferrari's solution](#)

615.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings
[Forza Ferrari's solution](#)

616.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[Forza Ferrari's solution](#)

617.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[Forza Ferrari's solution](#)

618.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math
[Forza Ferrari's solution](#)

619.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Forza Ferrari's solution](#)

620.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[Forza Ferrari's solution](#)

621.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[Forza Ferrari's solution](#)

622.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[Forza Ferrari's solution](#)

623.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[Forza Ferrari's solution](#)

624.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy
[Forza Ferrari's solution](#)

625.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[Forza Ferrari's solution](#)

626.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees
[Forza Ferrari's solution](#)

627.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[Forza Ferrari's solution](#)

628.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[Forza Ferrari's solution](#)

629.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[Forza Ferrari's solution](#)

630.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Forza Ferrari's solution](#)

631.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[Forza Ferrari's solution](#)

632.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Forza Ferrari's solution](#)

633.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Forza Ferrari's solution](#)

634.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Forza Ferrari's solution](#)

635.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

636.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Forza Ferrari's solution](#)

637.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Forza Ferrari's solution](#)

638.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Forza Ferrari's solution](#)

639.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Forza Ferrari's solution](#)

640.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Forza Ferrari's solution](#)

641.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

642.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Forza Ferrari's solution](#)

643.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Forza Ferrari's solution](#)

644.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Forza Ferrari's solution](#)

645.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · last AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Forza Ferrari's solution](#)

646.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Forza Ferrari's solution](#)

647.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Forza Ferrari's solution](#)

648.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Forza Ferrari's solution](#)

649.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: graphs, math

[Forza Ferrari's solution](#)

650.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[Forza Ferrari's solution](#)

651.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[Forza Ferrari's solution](#)

652.

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[Forza Ferrari's solution](#)

653.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[Forza Ferrari's solution](#)

654.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[Forza Ferrari's solution](#)

655.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: data structures
[Forza Ferrari's solution](#)

656.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy
[Forza Ferrari's solution](#)

657.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[Forza Ferrari's solution](#)

658.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Forza Ferrari's solution](#)

659.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[Forza Ferrari's solution](#)

660.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Forza Ferrari's solution](#)

661.

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Forza Ferrari's solution](#)

662.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Forza Ferrari's solution](#)

663.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Forza Ferrari's solution](#)

664.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Forza Ferrari's solution](#)

665.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Forza Ferrari's solution](#)

666.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Forza Ferrari's solution](#)

667.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Forza Ferrari's solution](#)

668.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Forza Ferrari's solution](#)

669.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Forza Ferrari's solution](#)

670.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Forza Ferrari's solution](#)

671.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Forza Ferrari's solution](#)

672.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-29 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Forza Ferrari's solution](#)

673.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Forza Ferrari's solution](#)

674.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Forza Ferrari's solution](#)

675.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Forza Ferrari's solution](#)

676.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Forza Ferrari's solution](#)

677.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Forza Ferrari's solution](#)

678.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Forza Ferrari's solution](#)

679.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Forza Ferrari's solution](#)

680.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Forza Ferrari's solution](#)

681.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, sortings

[Forza Ferrari's solution](#)

682.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Forza Ferrari's solution](#)

683.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Forza Ferrari's solution](#)

684.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[Forza Ferrari's solution](#)

685.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Forza Ferrari's solution](#)

686.

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[Forza Ferrari's solution](#)

687.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Forza Ferrari's solution](#)

688.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Forza Ferrari's solution](#)

689.

515E

[Brazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

690.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Forza Ferrari's solution](#)

691.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Forza Ferrari's solution](#)

692.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[Forza Ferrari's solution](#)

693.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Forza Ferrari's solution](#)

694.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Forza Ferrari's solution](#)

695.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Forza Ferrari's solution](#)

696.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Forza Ferrari's solution](#)

697.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Forza Ferrari's solution](#)

698.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Forza Ferrari's solution](#)

699.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Forza Ferrari's solution](#)

700.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Forza Ferrari's solution](#)

701.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Forza Ferrari's solution](#)

702.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Forza Ferrari's solution](#)

703.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[Forza Ferrari's solution](#)

704.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Forza Ferrari's solution](#)

705.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Forza Ferrari's solution](#)

706.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Forza Ferrari's solution](#)

707.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Forza Ferrari's solution](#)

708.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Forza Ferrari's solution](#)

709.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · last AC: 2021-06-29 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Forza Ferrari's solution](#)

710.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[Forza Ferrari's solution](#)

711.

1276C

[Beautiful Rectangle](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Forza Ferrari's solution](#)

712.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: flows

[Forza Ferrari's solution](#)

713.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: flows

[Forza Ferrari's solution](#)

714.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Forza Ferrari's solution](#)

715.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Forza Ferrari's solution](#)

716.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Forza Ferrari's solution](#)

717.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Forza Ferrari's solution](#)

718.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Forza Ferrari's solution](#)

719.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

720.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Forza Ferrari's solution](#)

721.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Forza Ferrari's solution](#)

722.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2022-04-06 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Forza Ferrari's solution](#)

723.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Forza Ferrari's solution](#)

724.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Forza Ferrari's solution](#)

725.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Forza Ferrari's solution](#)

726.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Forza Ferrari's solution](#)

727.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Forza Ferrari's solution](#)

728.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Forza Ferrari's solution](#)

729.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[Forza Ferrari's solution](#)

730.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Forza Ferrari's solution](#)

731.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Forza Ferrari's solution](#)

732.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Forza Ferrari's solution](#)

733.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Forza Ferrari's solution](#)

734.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Forza Ferrari's solution](#)

735.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Forza Ferrari's solution](#)

736.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Forza Ferrari's solution](#)

737.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Forza Ferrari's solution](#)

738.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Forza Ferrari's solution](#)

739.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Forza Ferrari's solution](#)

740.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Forza Ferrari's solution](#)

741.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[Forza Ferrari's solution](#)

742.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Forza Ferrari's solution](#)

743.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Forza Ferrari's solution](#)

744.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Forza Ferrari's solution](#)

745.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Forza Ferrari's solution](#)

746.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Forza Ferrari's solution](#)

747.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Forza Ferrari's solution](#)

748.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Forza Ferrari's solution](#)

749.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

750.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Forza Ferrari's solution](#)

751.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Forza Ferrari's solution](#)

752.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Forza Ferrari's solution](#)

753.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Forza Ferrari's solution](#)

754.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Forza Ferrari's solution](#)

755.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Forza Ferrari's solution](#)

756.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Forza Ferrari's solution](#)

757.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Forza Ferrari's solution](#)

758.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

759.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

760.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Forza Ferrari's solution](#)

761.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Forza Ferrari's solution](#)

762.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Forza Ferrari's solution](#)

763.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Forza Ferrari's solution](#)

764.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Forza Ferrari's solution](#)

765.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Forza Ferrari's solution](#)

766.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Forza Ferrari's solution](#)

767.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Forza Ferrari's solution](#)

768.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Forza Ferrari's solution](#)

769.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · last AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Forza Ferrari's solution](#)

770.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Forza Ferrari's solution](#)

771.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Forza Ferrari's solution](#)

772.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Forza Ferrari's solution](#)

773.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-25 · last AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Forza Ferrari's solution](#)

774.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

775.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Forza Ferrari's solution](#)

776.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[Forza Ferrari's solution](#)

777.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[Forza Ferrari's solution](#)

778.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Forza Ferrari's solution](#)

779.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Forza Ferrari's solution](#)

780.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: flows, graphs

[Forza Ferrari's solution](#)

781.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: data structures, trees

[Forza Ferrari's solution](#)

782.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs

[Forza Ferrari's solution](#)

783.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Forza Ferrari's solution](#)

784.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[Forza Ferrari's solution](#)

785.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Forza Ferrari's solution](#)

786.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Forza Ferrari's solution](#)

787.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Forza Ferrari's solution](#)

788.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Forza Ferrari's solution](#)

789.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs, trees

[Forza Ferrari's solution](#)

790.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[Forza Ferrari's solution](#)

791.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Forza Ferrari's solution](#)

792.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Forza Ferrari's solution](#)

793.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Forza Ferrari's solution](#)

794.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Forza Ferrari's solution](#)

795.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Forza Ferrari's solution](#)

796.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Forza Ferrari's solution](#)

797.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Forza Ferrari's solution](#)

798.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Forza Ferrari's solution](#)

799.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Forza Ferrari's solution](#)

800.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Forza_Ferrari's solution](#)

801.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Forza_Ferrari's solution](#)

802.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Forza_Ferrari's solution](#)

803.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Forza_Ferrari's solution](#)

804.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-05 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Forza_Ferrari's solution](#)

805.

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Forza_Ferrari's solution](#)

806.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[Forza_Ferrari's solution](#)

807.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Forza_Ferrari's solution](#)

808.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Forza_Ferrari's solution](#)

809.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Forza_Ferrari's solution](#)

810.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Forza Ferrari's solution](#)

811.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Forza Ferrari's solution](#)

812.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Forza Ferrari's solution](#)

813.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Forza Ferrari's solution](#)

814.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Forza Ferrari's solution](#)

815.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Forza Ferrari's solution](#)

816.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Forza Ferrari's solution](#)

817.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Forza Ferrari's solution](#)

818.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Forza Ferrari's solution](#)

819.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Forza Ferrari's solution](#)

820.

438C

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

Rating: 2500 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Forza Ferrari's solution](#)

821.

437E

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Forza Ferrari's solution](#)

822.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Forza Ferrari's solution](#)

823.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Forza Ferrari's solution](#)

824.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

825.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Forza Ferrari's solution](#)

826.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Forza Ferrari's solution](#)

827.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Forza Ferrari's solution](#)

828.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Forza Ferrari's solution](#)

829.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Forza Ferrari's solution](#)

830.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[Forza_Ferrari's solution](#)

831.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Forza_Ferrari's solution](#)

832.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Forza_Ferrari's solution](#)

833.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Forza_Ferrari's solution](#)

834.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Forza_Ferrari's solution](#)

835.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Forza_Ferrari's solution](#)

836.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Forza_Ferrari's solution](#)

837.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-04-17 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Forza_Ferrari's solution](#)

838.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Forza_Ferrari's solution](#)

839.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Forza Ferrari's solution](#)

840.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Forza Ferrari's solution](#)

841.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Forza Ferrari's solution](#)

842.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Forza Ferrari's solution](#)

843.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Forza Ferrari's solution](#)

844.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, expression parsing, implementation

[Forza Ferrari's solution](#)

845.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Forza Ferrari's solution](#)

846.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Forza Ferrari's solution](#)

847.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Forza Ferrari's solution](#)

848.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

849.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-30 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Forza Ferrari's solution](#)

850.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[Forza Ferrari's solution](#)

851.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Forza Ferrari's solution](#)

852.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Forza Ferrari's solution](#)

853.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[Forza Ferrari's solution](#)

854.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Forza Ferrari's solution](#)

855.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, greedy

[Forza Ferrari's solution](#)

856.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Forza Ferrari's solution](#)

857.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Forza Ferrari's solution](#)

858.

1679F

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

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Forza Ferrari's solution](#)

859.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-27 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Forza Ferrari's solution](#)

860.

1700E

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

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Forza Ferrari's solution](#)

861.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Forza Ferrari's solution](#)

862.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[Forza Ferrari's solution](#)

863.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Forza Ferrari's solution](#)

864.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Forza Ferrari's solution](#)

865.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Forza Ferrari's solution](#)

866.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Forza Ferrari's solution](#)

867.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Forza Ferrari's solution](#)

868.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Forza Ferrari's solution](#)

869.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Forza Ferrari's solution](#)

870.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Forza Ferrari's solution](#)

871.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

872.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Forza Ferrari's solution](#)

873.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Forza Ferrari's solution](#)

874.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Forza Ferrari's solution](#)

875.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Forza Ferrari's solution](#)

876.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Forza Ferrari's solution](#)

877.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Forza Ferrari's solution](#)

878.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Forza Ferrari's solution](#)

879.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Forza Ferrari's solution](#)

880.

1561F

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-25 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Forza Ferrari's solution](#)

881.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Forza Ferrari's solution](#)

882.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Forza Ferrari's solution](#)

883.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Forza Ferrari's solution](#)

884.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[Forza Ferrari's solution](#)

885.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Forza Ferrari's solution](#)

886.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Forza Ferrari's solution](#)

887.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-07-06 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Forza Ferrari's solution](#)

888.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Forza Ferrari's solution](#)

889.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Forza Ferrari's solution](#)

890.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Forza Ferrari's solution](#)

891.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Forza Ferrari's solution](#)

892.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Forza Ferrari's solution](#)

893.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Forza Ferrari's solution](#)

894.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Forza Ferrari's solution](#)

895.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

896.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Forza Ferrari's solution](#)

897.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Forza Ferrari's solution](#)

898.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Forza Ferrari's solution](#)

899.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Forza Ferrari's solution](#)

900.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Forza Ferrari's solution](#)

901.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Forza Ferrari's solution](#)

902.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Forza Ferrari's solution](#)

903.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Forza Ferrari's solution](#)

904.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Forza Ferrari's solution](#)

905.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Forza Ferrari's solution](#)

906.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Forza Ferrari's solution](#)

907.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[Forza Ferrari's solution](#)

908.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Forza Ferrari's solution](#)

909.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Forza Ferrari's solution](#)

910.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Forza Ferrari's solution](#)

911.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

912.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Forza Ferrari's solution](#)

913.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Forza Ferrari's solution](#)

914.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Forza Ferrari's solution](#)

915.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Forza Ferrari's solution](#)

916.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Forza Ferrari's solution](#)

917.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Forza Ferrari's solution](#)

918.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · last AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Forza Ferrari's solution](#)

919.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-07-04 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing

[Forza Ferrari's solution](#)

920.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: data structures, dp

[Forza Ferrari's solution](#)

921.

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: math, number theory

[Forza Ferrari's solution](#)

922.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Forza Ferrari's solution](#)

923.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Forza Ferrari's solution](#)

924.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-07-06 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees

[Forza Ferrari's solution](#)

925.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[Forza Ferrari's solution](#)

926.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Forza Ferrari's solution](#)

927.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Forza Ferrari's solution](#)

928.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Forza Ferrari's solution](#)

929.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Forza Ferrari's solution](#)

930.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Forza Ferrari's solution](#)

931.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[Forza Ferrari's solution](#)

932.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Forza Ferrari's solution](#)

933.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Forza Ferrari's solution](#)

934.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Forza Ferrari's solution](#)

935.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Forza Ferrari's solution](#)

936.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Forza Ferrari's solution](#)

937.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

938.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Forza Ferrari's solution](#)

939.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Forza Ferrari's solution](#)

940.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, trees

[Forza Ferrari's solution](#)

941.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Forza Ferrari's solution](#)

942.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

943.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Forza Ferrari's solution](#)

944.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Forza Ferrari's solution](#)

945.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

946.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-29 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Forza Ferrari's solution](#)

947.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Forza Ferrari's solution](#)

948.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-13 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Forza Ferrari's solution](#)

949.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[Forza Ferrari's solution](#)

950.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Forza Ferrari's solution](#)

951.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Forza Ferrari's solution](#)

952.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Forza Ferrari's solution](#)

953.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Forza Ferrari's solution](#)

954.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

955.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Forza Ferrari's solution](#)

956.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Forza Ferrari's solution](#)

957.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Forza Ferrari's solution](#)

958.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Forza Ferrari's solution](#)

959.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

960.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[Forza Ferrari's solution](#)

961.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

962.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Forza Ferrari's solution](#)

963.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-03 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Forza Ferrari's solution](#)

964.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2021-08-12 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Forza Ferrari's solution](#)

965.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Forza Ferrari's solution](#)

966.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Forza Ferrari's solution](#)

967.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Forza Ferrari's solution](#)

968.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2023-07-06 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Forza Ferrari's solution](#)

969.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-07-06 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Forza Ferrari's solution](#)

970.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Forza Ferrari's solution](#)

971.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Forza Ferrari's solution](#)

972.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[Forza Ferrari's solution](#)

973.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Forza Ferrari's solution](#)

974.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Forza Ferrari's solution](#)

975.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Forza Ferrari's solution](#)

976.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Forza Ferrari's solution](#)

977.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory, probabilities

[Forza Ferrari's solution](#)

978.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Forza Ferrari's solution](#)

979.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[Forza Ferrari's solution](#)

980.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Forza_Ferrari's solution](#)

981.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[Forza_Ferrari's solution](#)

982.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Forza_Ferrari's solution](#)

983.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, math

[Forza_Ferrari's solution](#)

984.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Forza_Ferrari's solution](#)

985.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle

[Forza_Ferrari's solution](#)

986.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza_Ferrari's solution](#)

987.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Forza_Ferrari's solution](#)

988.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Forza_Ferrari's solution](#)

989.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Forza_Ferrari's solution](#)

990.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Forza_Ferrari's solution](#)

991.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[Forza Ferrari's solution](#)

992.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: flows
[Forza Ferrari's solution](#)

993.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-29 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory
[Forza Ferrari's solution](#)

994.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Forza Ferrari's solution](#)

995.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[Forza Ferrari's solution](#)

996.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
[Forza Ferrari's solution](#)

997.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[Forza Ferrari's solution](#)

998.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, matrices
[Forza Ferrari's solution](#)

999.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, data structures, flows
[Forza Ferrari's solution](#)

1000.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: strings
[Forza Ferrari's solution](#)

1001.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

interactive

[Forza Ferrari's solution](#)

1002.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Forza Ferrari's solution](#)

1003.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Forza Ferrari's solution](#)

1004.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Forza Ferrari's solution](#)

1005.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[Forza Ferrari's solution](#)

1006.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

1007.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[Forza Ferrari's solution](#)

1008.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Forza Ferrari's solution](#)

1009.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[Forza Ferrari's solution](#)

1010.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Forza Ferrari's solution](#)

1011.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, two pointers

[Forza Ferrari's solution](#)

1012.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

1013.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[Forza Ferrari's solution](#)

1014.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Forza Ferrari's solution](#)

1015.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Forza Ferrari's solution](#)

1016.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Forza Ferrari's solution](#)

1017.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Forza Ferrari's solution](#)

1018.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Forza Ferrari's solution](#)

1019.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, expression parsing

[Forza Ferrari's solution](#)

1020.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Forza Ferrari's solution](#)

1021.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Forza Ferrari's solution](#)

1022.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Forza Ferrari's solution](#)

1023.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Forza Ferrari's solution](#)

1024.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Forza Ferrari's solution](#)

1025.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Forza Ferrari's solution](#)

1026.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[Forza Ferrari's solution](#)

1027.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Forza Ferrari's solution](#)

1028.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory, two pointers

[Forza Ferrari's solution](#)

1029.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Forza Ferrari's solution](#)

1030.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

1031.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Forza Ferrari's solution](#)

1032.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Forza Ferrari's solution](#)

1033.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: dp, sortings

[Forza_Ferrari's solution](#)

1034.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Forza_Ferrari's solution](#)

1035.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Forza_Ferrari's solution](#)

1036.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Forza_Ferrari's solution](#)

1037.

1184D2

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

Quality: 128 global accepts · Rating: 3100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Forza_Ferrari's solution](#)

1038.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[Forza_Ferrari's solution](#)

1039.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Forza_Ferrari's solution](#)

1040.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[Forza_Ferrari's solution](#)

1041.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Forza_Ferrari's solution](#)

1042.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Forza_Ferrari's solution](#)

1043.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Forza Ferrari's solution](#)

1044.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle
[Forza Ferrari's solution](#)

1045.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities
[Forza Ferrari's solution](#)

1046.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-12-10 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Forza Ferrari's solution](#)

1047.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy
[Forza Ferrari's solution](#)

1048.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[Forza Ferrari's solution](#)

1049.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy
[Forza Ferrari's solution](#)

1050.

594E

[Cutting the Line](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2022-08-02 · last AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
[Forza Ferrari's solution](#)

1051.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Forza Ferrari's solution](#)

1052.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures
[Forza Ferrari's solution](#)

1053.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Forza Ferrari's solution](#)

1054.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search

[Forza Ferrari's solution](#)

1055.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Forza Ferrari's solution](#)

1056.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Forza Ferrari's solution](#)

1057.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Forza Ferrari's solution](#)

1058.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[Forza Ferrari's solution](#)

1059.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[Forza Ferrari's solution](#)

1060.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Forza Ferrari's solution](#)

1061.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Forza Ferrari's solution](#)

1062.

947E

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

Rating: 3100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices

[Forza Ferrari's solution](#)

1063.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Forza Ferrari's solution](#)

1064.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: fft, math, matrices

[Forza Ferrari's solution](#)

1065.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Forza Ferrari's solution](#)

1066.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: number theory, trees

[Forza Ferrari's solution](#)

1067.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry

[Forza Ferrari's solution](#)

1068.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Forza Ferrari's solution](#)

1069.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Forza Ferrari's solution](#)

1070.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[Forza Ferrari's solution](#)

1071.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Forza Ferrari's solution](#)

1072.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Forza Ferrari's solution](#)

1073.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Forza Ferrari's solution](#)

1074.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[Forza Ferrari's solution](#)

1075.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Forza Ferrari's solution](#)

1076.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

1077.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Forza Ferrari's solution](#)

1078.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Forza Ferrari's solution](#)

1079.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[Forza Ferrari's solution](#)

1080.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

1081.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Forza Ferrari's solution](#)

1082.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[Forza Ferrari's solution](#)

1083.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, strings

[Forza Ferrari's solution](#)

1084.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[Forza Ferrari's solution](#)

1085.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: matrices, trees

[Forza Ferrari's solution](#)

1086.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Forza Ferrari's solution](#)

1087.

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Forza Ferrari's solution](#)

1088.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[Forza Ferrari's solution](#)

1089.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Forza Ferrari's solution](#)

1090.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[Forza Ferrari's solution](#)

1091.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[Forza Ferrari's solution](#)

1092.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[Forza Ferrari's solution](#)

1093.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Forza Ferrari's solution](#)

1094.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[Forza Ferrari's solution](#)

1095.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Forza Ferrari's solution](#)

1096.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Forza Ferrari's solution](#)

1097.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Forza Ferrari's solution](#)

1098.

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[Forza Ferrari's solution](#)

1099.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[Forza Ferrari's solution](#)

1100.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Forza Ferrari's solution](#)

1101.

725G

[Messages on a Tree](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 3300 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1102.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, trees

[Forza Ferrari's solution](#)

1103.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Forza Ferrari's solution](#)

1104.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Forza Ferrari's solution](#)

1105.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[Forza Ferrari's solution](#)

1106.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Forza Ferrari's solution](#)

1107.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[Forza Ferrari's solution](#)

1108.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Forza Ferrari's solution](#)

1109.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, trees

[Forza Ferrari's solution](#)

1110.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Forza Ferrari's solution](#)

1111.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Forza Ferrari's solution](#)

1112.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Forza Ferrari's solution](#)

1113.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Forza Ferrari's solution](#)

1114.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Forza Ferrari's solution](#)

1115.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Forza Ferrari's solution](#)

1116.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures

[Forza Ferrari's solution](#)

1117.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy
[Forza Ferrari's solution](#)

1118.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[Forza Ferrari's solution](#)

1119.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Forza Ferrari's solution](#)

1120.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings
[Forza Ferrari's solution](#)

1121.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, trees
[Forza Ferrari's solution](#)

1122.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[Forza Ferrari's solution](#)

1123.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[Forza Ferrari's solution](#)

1124.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[Forza Ferrari's solution](#)

1125.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[Forza Ferrari's solution](#)

1126.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[Forza Ferrari's solution](#)

1127.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[Forza Ferrari's solution](#)

1128.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Forza Ferrari's solution](#)

1129.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Forza Ferrari's solution](#)

1130.

1621H

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Forza Ferrari's solution](#)

1131.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs

[Forza Ferrari's solution](#)

1132.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[Forza Ferrari's solution](#)

1133.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Forza Ferrari's solution](#)

1134.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Forza Ferrari's solution](#)

1135.

1098F

[AbÖgVæ7F0a](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Forza Ferrari's solution](#)

1136.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[Forza Ferrari's solution](#)

1137.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer

[Forza Ferrari's solution](#)

1138.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Forza Ferrari's solution](#)

1139.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dsu, games

[Forza Ferrari's solution](#)

1140.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Forza Ferrari's solution](#)

1141.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, trees

[Forza Ferrari's solution](#)

1142.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

1143.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Forza Ferrari's solution](#)

1144.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Forza Ferrari's solution](#)

1145.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Forza Ferrari's solution](#)

1146.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Forza Ferrari's solution](#)

1147.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dp

[Forza Ferrari's solution](#)

1148.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1149.

105231E

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

Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1150.

105231I

[Neuville Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1151.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1152.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1153.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1154.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1155.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1156.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1157.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1158.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1159.

104611D

[Container Orders](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1160.

104611E

[ytree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1161.

104611J

[radius](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1162.

104611K

[kōnjo](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1163.

104611B

[square game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1164.

104611I

[hard math](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1165.

104611F

[\[•\]w0n1af](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1166.

104611A

[AutA23](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1167.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Forza Ferrari's solution](#)

1168.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1169.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1170.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1171.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1172.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1173.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1174.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1175.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1176.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1177.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1178.

103329D

[Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1179.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1180.

104097D

[I~v..•Jb2 \(Game\)](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza Ferrari's solution](#)

1181.

104097F

[LCA • Jb2 \(LCA\) • Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Forza_Ferrari's solution](#)

1182.

104097G

[^x•Kex\[W \(Number\)](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza_Ferrari's solution](#)

1183.

104097A

[e¹XJs \(Tower\)](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza_Ferrari's solution](#)

1184.

104097I

[\[P-ET-TC\(SOS\)](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Forza_Ferrari's solution](#)

1185.

104097B

[fôR Trivial v.~Lvî \(Quadrivial\)](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Forza_Ferrari's solution](#)

1186.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[Forza_Ferrari's solution](#)

1187.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math

[Forza_Ferrari's solution](#)

1188.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[Forza_Ferrari's solution](#)

1189.

1663C

[P Ö! Verdon](#)[Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[Forza_Ferrari's solution](#)

1190.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · PHP (first AC) · Tags: *special, expression parsing, trees

[Forza_Ferrari's solution](#)

1191.

101385G

[Power Sum Graphs](#) · [Tutorial](#)

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

[Forza_Ferrari's solution](#)

1192.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Forza Ferrari's solution](#)