

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

<https://cfelitetracker.vercel.app>

Unique solved — Gellyfish

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

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

Filters: none

Count: 595

1.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Gellyfish's solution](#)

2.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Gellyfish's solution](#)

3.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,390 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Gellyfish's solution](#)

4.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Gellyfish's solution](#)

5.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gellyfish's solution](#)

6.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[Gellyfish's solution](#)

7.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Gellyfish's solution](#)

8.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Gellyfish's solution](#)

9.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Gellyfish's solution](#)

10.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Gellyfish's solution](#)

11.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Gellyfish's solution](#)

12.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Gellyfish's solution](#)

13.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,779 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Gellyfish's solution](#)

14.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Gellyfish's solution](#)

15.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Gellyfish's solution](#)

16.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,900 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Gellyfish's solution](#)

17.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[Gellyfish's solution](#)

18.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Gellyfish's solution](#)

19.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Gellyfish's solution](#)

20.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Gellyfish's solution](#)

21.

1480A

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

Quality: 27,150 global accepts · Rating: 800 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[Gellyfish's solution](#)

22.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,677 global accepts · Rating: 800 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Gellyfish's solution](#)

23.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Gellyfish's solution](#)

24.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gellyfish's solution](#)

25.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Gellyfish's solution](#)

26.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gellyfish's solution](#)

27.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Gellyfish's solution](#)

28.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,928 global accepts · Rating: 800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Gellyfish's solution](#)

29.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Gellyfish's solution](#)

30.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,266 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Gellyfish's solution](#)

31.

1614A

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

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Gellyfish's solution](#)

32.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Gellyfish's solution](#)

33.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Gellyfish's solution](#)

34.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Gellyfish's solution](#)

35.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Gellyfish's solution](#)

36.

1574A

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

Quality: 23,067 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Gellyfish's solution](#)

37.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Gellyfish's solution](#)

38.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Gellyfish's solution](#)

39.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Gellyfish's solution](#)

40.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,804 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gellyfish's solution](#)

41.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,520 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gellyfish's solution](#)

42.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Gellyfish's solution](#)

43.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[Gellyfish's solution](#)

44.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,568 global accepts · Rating: 800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Gellyfish's solution](#)

45.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gellyfish's solution](#)

46.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[Gellyfish's solution](#)

47.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,328 global accepts · Rating: 800 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Gellyfish's solution](#)

48.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,367 global accepts · Rating: 800 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Gellyfish's solution](#)

49.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Gellyfish's solution](#)

50.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Gellyfish's solution](#)

51.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Gellyfish's solution](#)

52.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Gellyfish's solution](#)

53.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · last AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Gellyfish's solution](#)

54.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Gellyfish's solution](#)

55.

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Gellyfish's solution](#)

56.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gellyfish's solution](#)

57.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Gellyfish's solution](#)

58.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,003 global accepts · Rating: 800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Gellyfish's solution](#)

59.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,134 global accepts · Rating: 800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Gellyfish's solution](#)

60.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · MS C++ 2017 (first AC) · Tags: implementation, sortings

[Gellyfish's solution](#)

61.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Gellyfish's solution](#)

62.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Gellyfish's solution](#)

63.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Gellyfish's solution](#)

64.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Gellyfish's solution](#)

65.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

66.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Gellyfish's solution](#)

67.

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Gellyfish's solution](#)

68.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,971 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Gellyfish's solution](#)

69.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Gellyfish's solution](#)

70.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Gellyfish's solution](#)

71.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Gellyfish's solution](#)

72.

1785A

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

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

[Gellyfish's solution](#)

73.

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

[Gellyfish's solution](#)

74.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Gellyfish's solution](#)

75.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,902 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Gellyfish's solution](#)

76.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Gellyfish's solution](#)

77.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Gellyfish's solution](#)

78.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Gellyfish's solution](#)

79.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Gellyfish's solution](#)

80.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Gellyfish's solution](#)

81.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Gellyfish's solution](#)

82.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[Gellyfish's solution](#)

83.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Gellyfish's solution](#)

84.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Gellyfish's solution](#)

85.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Gellyfish's solution](#)

86.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Gellyfish's solution](#)

87.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Gellyfish's solution](#)

88.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Gellyfish's solution](#)

89.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,447 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

[Gellyfish's solution](#)

90.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Gellyfish's solution](#)

91.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Gellyfish's solution](#)

92.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

93.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Gellyfish's solution](#)

94.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Gellyfish's solution](#)

95.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Gellyfish's solution](#)

96.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Gellyfish's solution](#)

97.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Gellyfish's solution](#)

98.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Gellyfish's solution](#)

99.

1738B

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

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Gellyfish's solution](#)

100.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Gellyfish's solution](#)

101.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Gellyfish's solution](#)

102.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[Gellyfish's solution](#)

103.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Gellyfish's solution](#)

104.

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

[Gellyfish's solution](#)

105.

1598C

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

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

[Gellyfish's solution](#)

106.

1578E

[Easy Scheduling](#) · [Tutorial](#)

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

[Gellyfish's solution](#)

107.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Gellyfish's solution](#)

108.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Gellyfish's solution](#)

109.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Gellyfish's solution](#)

110.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Gellyfish's solution](#)

111.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · last AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[Gellyfish's solution](#)

112.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Gellyfish's solution](#)

113.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2021-06-30 · last AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gellyfish's solution](#)

114.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Gellyfish's solution](#)

115.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-02-17 · MS C++ 2017 (first AC) · Tags: math, number theory

[Gellyfish's solution](#)

116.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Gellyfish's solution](#)

117.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Gellyfish's solution](#)

118.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Gellyfish's solution](#)

119.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[Gellyfish's solution](#)

120.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[Gellyfish's solution](#)

121.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[Gellyfish's solution](#)

122.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 1300 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[Gellyfish's solution](#)

123.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[Gellyfish's solution](#)

124.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[Gellyfish's solution](#)

125.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[Gellyfish's solution](#)

126.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Gellyfish's solution](#)

127.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Gellyfish's solution](#)

128.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Gellyfish's solution](#)

129.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Gellyfish's solution](#)

130.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation

[Gellyfish's solution](#)

131.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Gellyfish's solution](#)

132.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Gellyfish's solution](#)

133.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Gellyfish's solution](#)

134.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Gellyfish's solution](#)

135.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Gellyfish's solution](#)

136.

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[Gellyfish's solution](#)

137.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Gellyfish's solution](#)

138.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Gellyfish's solution](#)

139.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Gellyfish's solution](#)

140.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[Gellyfish's solution](#)

141.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Gellyfish's solution](#)

142.

1606C

[Banknotes](#) · [Tutorial](#)

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

[Gellyfish's solution](#)

143.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Gellyfish's solution](#)

144.

1559D1

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

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Gellyfish's solution](#)

145.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Gellyfish's solution](#)

146.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Gellyfish's solution](#)

147.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[Gellyfish's solution](#)

148.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Gellyfish's solution](#)

149.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Gellyfish's solution](#)

150.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Gellyfish's solution](#)

151.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Gellyfish's solution](#)

152.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Gellyfish's solution](#)

153.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Gellyfish's solution](#)

154.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Gellyfish's solution](#)

155.

1738C

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

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Gellyfish's solution](#)

156.

1710A

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

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

[Gellyfish's solution](#)

157.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Gellyfish's solution](#)

158.

1631C

[And Matching](#) · [Tutorial](#)

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

[Gellyfish's solution](#)

159.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Gellyfish's solution](#)

160.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[Gellyfish's solution](#)

161.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Gellyfish's solution](#)

162.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[Gellyfish's solution](#)

163.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Gellyfish's solution](#)

164.

1546C

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

Rating: 1500 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Gellyfish's solution](#)

165.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[Gellyfish's solution](#)

166.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Gellyfish's solution](#)

167.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gellyfish's solution](#)

168.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-06 · last AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gellyfish's solution](#)

169.

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gellyfish's solution](#)

170.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Gellyfish's solution](#)

171.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Gellyfish's solution](#)

172.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2021-03-06 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: implementation

[Gellyfish's solution](#)

173.

1487D

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

Quality: 20,594 global accepts · Rating: 1500 · first AC: 2021-02-17 · MS C++ 2017 (first AC) · Tags: binary search, brute force, math, number theory

[Gellyfish's solution](#)

174.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-17 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Gellyfish's solution](#)

175.

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

[Gellyfish's solution](#)

176.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Gellyfish's solution](#)

177.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,506 global accepts · Rating: 1600 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Gellyfish's solution](#)

178.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,087 global accepts · Rating: 1600 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Gellyfish's solution](#)

179.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

180.

1615C

[Menorah](#) · [Tutorial](#)

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

[Gellyfish's solution](#)

181.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Gellyfish's solution](#)

182.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Gellyfish's solution](#)

183.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Gellyfish's solution](#)

184.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gellyfish's solution](#)

185.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, greedy, strings

[Gellyfish's solution](#)

186.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Gellyfish's solution](#)

187.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2021-06-30 · last AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gellyfish's solution](#)

188.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Gellyfish's solution](#)

189.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Gellyfish's solution](#)

190.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Gellyfish's solution](#)

191.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Gellyfish's solution](#)

192.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Gellyfish's solution](#)

193.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[Gellyfish's solution](#)

194.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Gellyfish's solution](#)

195.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

196.

1586C

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

Rating: 1700 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Gellyfish's solution](#)

197.

1598D

[Training Session](#) · [Tutorial](#)

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

[Gellyfish's solution](#)

198.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Gellyfish's solution](#)

199.

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Gellyfish's solution](#)

200.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Gellyfish's solution](#)

201.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Gellyfish's solution](#)

202.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Gellyfish's solution](#)

203.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Gellyfish's solution](#)

204.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Gellyfish's solution](#)

205.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Gellyfish's solution](#)

206.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gellyfish's solution](#)

207.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Gellyfish's solution](#)

208.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Gellyfish's solution](#)

209.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2021-03-14 · last AC: 2021-03-17 · GNU C++11 (first AC) · Tags: binary search, implementation

[Gellyfish's solution](#)

210.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: implementation

[Gellyfish's solution](#)

211.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Gellyfish's solution](#)

212.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Gellyfish's solution](#)

213.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Gellyfish's solution](#)

214.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Gellyfish's solution](#)

215.

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

[Gellyfish's solution](#)

216.

1718A1

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

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

[Gellyfish's solution](#)

217.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Gellyfish's solution](#)

218.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Gellyfish's solution](#)

219.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Gellyfish's solution](#)

220.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Gellyfish's solution](#)

221.

1631D

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

Rating: 1800 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Gellyfish's solution](#)

222.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Gellyfish's solution](#)

223.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Gellyfish's solution](#)

224.

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

[Gellyfish's solution](#)

225.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[Gellyfish's solution](#)

226.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Gellyfish's solution](#)

227.

1549D

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

Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Gellyfish's solution](#)

228.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Gellyfish's solution](#)

229.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Gellyfish's solution](#)

230.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Gellyfish's solution](#)

231.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

232.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Gellyfish's solution](#)

233.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[Gellyfish's solution](#)

234.

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, expression parsing, implementation

[Gellyfish's solution](#)

235.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2021-03-21 · last AC: 2021-07-02 · GNU C++11 (first AC) · Tags: implementation, strings

[Gellyfish's solution](#)

236.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Gellyfish's solution](#)

237.

483D

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

Rating: 1800 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Gellyfish's solution](#)

238.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Gellyfish's solution](#)

239.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Gellyfish's solution](#)

240.

1909I

[Short Permutation Problem](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Gellyfish's solution](#)

241.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math
[Gellyfish's solution](#)

242.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[Gellyfish's solution](#)

243.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp
[Gellyfish's solution](#)

244.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[Gellyfish's solution](#)

245.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[Gellyfish's solution](#)

246.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Gellyfish's solution](#)

247.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[Gellyfish's solution](#)

248.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[Gellyfish's solution](#)

249.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Gellyfish's solution](#)

250.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Gellyfish's solution](#)

251.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gellyfish's solution](#)

252.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Gellyfish's solution](#)

253.

1648C

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

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

[Gellyfish's solution](#)

254.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Gellyfish's solution](#)

255.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Gellyfish's solution](#)

256.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

257.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Gellyfish's solution](#)

258.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Gellyfish's solution](#)

259.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

260.

1546D

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

Rating: 1900 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Gellyfish's solution](#)

261.

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Gellyfish's solution](#)

262.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Gellyfish's solution](#)

263.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2021-07-01 · last AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings, strings

[Gellyfish's solution](#)

264.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Gellyfish's solution](#)

265.

1753C

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Gellyfish's solution](#)

266.

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[Gellyfish's solution](#)

267.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Gellyfish's solution](#)

268.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Gellyfish's solution](#)

269.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Gellyfish's solution](#)

270.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Gellyfish's solution](#)

271.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Gellyfish's solution](#)

272.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Gellyfish's solution](#)

273.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Gellyfish's solution](#)

274.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Gellyfish's solution](#)

275.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Gellyfish's solution](#)

276.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Gellyfish's solution](#)

277.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Gellyfish's solution](#)

278.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[Gellyfish's solution](#)

279.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

280.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

281.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

282.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2021-03-07 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[Gellyfish's solution](#)

283.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2021-07-06 · last AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gellyfish's solution](#)

284.

380C

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

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[Gellyfish's solution](#)

285.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

286.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Gellyfish's solution](#)

287.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Gellyfish's solution](#)

288.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Gellyfish's solution](#)

289.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Gellyfish's solution](#)

290.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Gellyfish's solution](#)

291.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Gellyfish's solution](#)

292.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Gellyfish's solution](#)

293.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Gellyfish's solution](#)

294.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Gellyfish's solution](#)

295.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Gellyfish's solution](#)

296.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Gellyfish's solution](#)

297.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Gellyfish's solution](#)

298.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Gellyfish's solution](#)

299.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Gellyfish's solution](#)

300.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Gellyfish's solution](#)

301.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Gellyfish's solution](#)

302.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-05-21 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Gellyfish's solution](#)

303.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Gellyfish's solution](#)

304.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Gellyfish's solution](#)

305.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Gellyfish's solution](#)

306.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Gellyfish's solution](#)

307.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[Gellyfish's solution](#)

308.

1629F1

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

Rating: 2100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[Gellyfish's solution](#)

309.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Gellyfish's solution](#)

310.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Gellyfish's solution](#)

311.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Gellyfish's solution](#)

312.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Gellyfish's solution](#)

313.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Gellyfish's solution](#)

314.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Gellyfish's solution](#)

315.

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Gellyfish's solution](#)

316.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2021-07-18 · last AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Gellyfish's solution](#)

317.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

318.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Gellyfish's solution](#)

319.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2021-07-06 · last AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Gellyfish's solution](#)

320.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Gellyfish's solution](#)

321.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Gellyfish's solution](#)

322.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Gellyfish's solution](#)

323.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Gellyfish's solution](#)

324.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[Gellyfish's solution](#)

325.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Gellyfish's solution](#)

326.

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Gellyfish's solution](#)

327.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures

[Gellyfish's solution](#)

328.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings

[Gellyfish's solution](#)

329.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Gellyfish's solution](#)

330.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Gellyfish's solution](#)

331.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Gellyfish's solution](#)

332.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[Gellyfish's solution](#)

333.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[Gellyfish's solution](#)

334.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Gellyfish's solution](#)

335.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[Gellyfish's solution](#)

336.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

337.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Gellyfish's solution](#)

338.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Gellyfish's solution](#)

339.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Gellyfish's solution](#)

340.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Gellyfish's solution](#)

341.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Gellyfish's solution](#)

342.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Gellyfish's solution](#)

343.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Gellyfish's solution](#)

344.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gellyfish's solution](#)

345.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Gellyfish's solution](#)

346.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

347.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Gellyfish's solution](#)

348.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Gellyfish's solution](#)

349.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[Gellyfish's solution](#)

350.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Gellyfish's solution](#)

351.

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

[Gellyfish's solution](#)

352.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[Gellyfish's solution](#)

353.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Gellyfish's solution](#)

354.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Gellyfish's solution](#)

355.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Gellyfish's solution](#)

356.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[Gellyfish's solution](#)

357.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

358.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Gellyfish's solution](#)

359.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Gellyfish's solution](#)

360.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[Gellyfish's solution](#)

361.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-07-03 · last AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Gellyfish's solution](#)

362.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2021-03-31 · last AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Gellyfish's solution](#)

363.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Gellyfish's solution](#)

364.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gellyfish's solution](#)

365.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Gellyfish's solution](#)

366.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Gellyfish's solution](#)

367.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Gellyfish's solution](#)

368.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Gellyfish's solution](#)

369.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gellyfish's solution](#)

370.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Gellyfish's solution](#)

371.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Gellyfish's solution](#)

372.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Gellyfish's solution](#)

373.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Gellyfish's solution](#)

374.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Gellyfish's solution](#)

375.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Gellyfish's solution](#)

376.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Gellyfish's solution](#)

377.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Gellyfish's solution](#)

378.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Gellyfish's solution](#)

379.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Gellyfish's solution](#)

380.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Gellyfish's solution](#)

381.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Gellyfish's solution](#)

382.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Gellyfish's solution](#)

383.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Gellyfish's solution](#)

384.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Gellyfish's solution](#)

385.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Gellyfish's solution](#)

386.

710F

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

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Gellyfish's solution](#)

387.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Gellyfish's solution](#)

388.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Gellyfish's solution](#)

389.

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Gellyfish's solution](#)

390.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Gellyfish's solution](#)

391.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Gellyfish's solution](#)

392.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2022-01-24 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

393.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gellyfish's solution](#)

394.

1629F2

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

Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[Gellyfish's solution](#)

395.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Gellyfish's solution](#)

396.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Gellyfish's solution](#)

397.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Gellyfish's solution](#)

398.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Gellyfish's solution](#)

399.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[Gellyfish's solution](#)

400.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Gellyfish's solution](#)

401.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Gellyfish's solution](#)

402.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Gellyfish's solution](#)

403.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Gellyfish's solution](#)

404.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Gellyfish's solution](#)

405.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Gellyfish's solution](#)

406.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Gellyfish's solution](#)

407.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Gellyfish's solution](#)

408.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Gellyfish's solution](#)

409.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Gellyfish's solution](#)

410.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Gellyfish's solution](#)

411.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Gellyfish's solution](#)

412.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Gellyfish's solution](#)

413.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[Gellyfish's solution](#)

414.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[Gellyfish's solution](#)

415.

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
[Gellyfish's solution](#)

416.

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
[Gellyfish's solution](#)

417.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft
[Gellyfish's solution](#)

418.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[Gellyfish's solution](#)

419.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[Gellyfish's solution](#)

420.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Gellyfish's solution](#)

421.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Gellyfish's solution](#)

422.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 2500 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Gellyfish's solution](#)

423.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Gellyfish's solution](#)

424.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Gellyfish's solution](#)

425.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Gellyfish's solution](#)

426.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Gellyfish's solution](#)

427.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Gellyfish's solution](#)

428.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Gellyfish's solution](#)

429.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Gellyfish's solution](#)

430.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Gellyfish's solution](#)

431.

269D

[Maximum Waterfall](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2600 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Gellyfish's solution](#)

432.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Gellyfish's solution](#)

433.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Gellyfish's solution](#)

434.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Gellyfish's solution](#)

435.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Gellyfish's solution](#)

436.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Gellyfish's solution](#)

437.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-04-30 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Gellyfish's solution](#)

438.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gellyfish's solution](#)

439.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Gellyfish's solution](#)

440.

1679F

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

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Gellyfish's solution](#)

441.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Gellyfish's solution](#)

442.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Gellyfish's solution](#)

443.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Gellyfish's solution](#)

444.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Gellyfish's solution](#)

445.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[Gellyfish's solution](#)

446.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

447.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Gellyfish's solution](#)

448.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Gellyfish's solution](#)

449.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry, graphs

[Gellyfish's solution](#)

450.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gellyfish's solution](#)

451.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Gellyfish's solution](#)

452.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, two pointers

[Gellyfish's solution](#)

453.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Gellyfish's solution](#)

454.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Gellyfish's solution](#)

455.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Gellyfish's solution](#)

456.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Gellyfish's solution](#)

457.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Gellyfish's solution](#)

458.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Gellyfish's solution](#)

459.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Gellyfish's solution](#)

460.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Gellyfish's solution](#)

461.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Gellyfish's solution](#)

462.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force,

combinatorics, dp, math, two pointers

[Gellyfish's solution](#)

463.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Gellyfish's solution](#)

464.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Gellyfish's solution](#)

465.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Gellyfish's solution](#)

466.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Gellyfish's solution](#)

467.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Gellyfish's solution](#)

468.

113D

[Museum](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2700 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[Gellyfish's solution](#)

469.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gellyfish's solution](#)

470.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gellyfish's solution](#)

471.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Gellyfish's solution](#)

472.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Gellyfish's solution](#)

473.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Gellyfish's solution](#)

474.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Gellyfish's solution](#)

475.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs

[Gellyfish's solution](#)

476.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Gellyfish's solution](#)

477.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Gellyfish's solution](#)

478.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Gellyfish's solution](#)

479.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Gellyfish's solution](#)

480.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Gellyfish's solution](#)

481.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Gellyfish's solution](#)

482.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, trees

[Gellyfish's solution](#)

483.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gellyfish's solution](#)

484.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Gellyfish's solution](#)

485.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2022-06-27 · last AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Gellyfish's solution](#)

486.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Gellyfish's solution](#)

487.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Gellyfish's solution](#)

488.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

489.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Gellyfish's solution](#)

490.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[Gellyfish's solution](#)

491.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Gellyfish's solution](#)

492.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Gellyfish's solution](#)

493.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Gellyfish's solution](#)

494.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[Gellyfish's solution](#)

495.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Gellyfish's solution](#)

496.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

497.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[Gellyfish's solution](#)

498.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Gellyfish's solution](#)

499.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Gellyfish's solution](#)

500.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Gellyfish's solution](#)

501.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Gellyfish's solution](#)

502.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, shortest paths

[Gellyfish's solution](#)

503.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Gellyfish's solution](#)

504.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[Gellyfish's solution](#)

505.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[Gellyfish's solution](#)

506.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Gellyfish's solution](#)

507.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2023-05-22 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Gellyfish's solution](#)

508.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Gellyfish's solution](#)

509.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Gellyfish's solution](#)

510.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[Gellyfish's solution](#)

511.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Gellyfish's solution](#)

512.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Gellyfish's solution](#)

513.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Gellyfish's solution](#)

514.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, probabilities

[Gellyfish's solution](#)

515.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-07-14 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[Gellyfish's solution](#)

516.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Gellyfish's solution](#)

517.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Gellyfish's solution](#)

518.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Gellyfish's solution](#)

519.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2021-12-30 · last AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Gellyfish's solution](#)

520.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Gellyfish's solution](#)

521.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Gellyfish's solution](#)

522.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Gellyfish's solution](#)

523.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Gellyfish's solution](#)

524.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Gellyfish's solution](#)

525.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[Gellyfish's solution](#)

526.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Gellyfish's solution](#)

527.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[Gellyfish's solution](#)

528.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Gellyfish's solution](#)

529.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, trees

[Gellyfish's solution](#)

530.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gellyfish's solution](#)

531.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Gellyfish's solution](#)

532.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Gellyfish's solution](#)

533.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Gellyfish's solution](#)

534.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Gellyfish's solution](#)

535.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Gellyfish's solution](#)

536.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Gellyfish's solution](#)

537.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Gellyfish's solution](#)

538.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, trees

[Gellyfish's solution](#)

539.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Gellyfish's solution](#)

540.

1868F

[LIS?](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Gellyfish's solution](#)

541.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gellyfish's solution](#)

542.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Gellyfish's solution](#)

543.

1952B

[Is it stated?](#) · [Tutorial](#)

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

[Gellyfish's solution](#)

544.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Gellyfish's solution](#)

545.

102331C

[Counting Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

546.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

547.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

548.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

549.

undefined438

[The Glorious Karlutka River \$\Rightarrow\$](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Gellyfish's solution](#)

550.

100357J

[Trading Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gellyfish's solution](#)

551.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gellyfish's solution](#)

552.

100357H

[Straight or Flush](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

553.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

554.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

555.

100357B

[Chip Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

556.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gellyfish's solution](#)

557.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

558.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

559.

100365H

[Peaks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

560.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

561.

100342C

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

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

562.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

563.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

564.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

565.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

566.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

567.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

568.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gellyfish's solution](#)

569.

100524H

[Heavy-Light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gellyfish's solution](#)

570.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

571.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

572.

100524A

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

Rating: — · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gellyfish's solution](#)

573.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gellyfish's solution](#)

574.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gellyfish's solution](#)

575.

undefined482

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

576.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[Gellyfish's solution](#)

577.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Gellyfish's solution](#)

578.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Gellyfish's solution](#)

579.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs,

implementation, shortest paths

[Gellyfish's solution](#)

580.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Gellyfish's solution](#)

581.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Gellyfish's solution](#)

582.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Gellyfish's solution](#)

583.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Gellyfish's solution](#)

584.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-02 · Text (first AC) · Tags: *special, constructive algorithms

[Gellyfish's solution](#)

585.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[Gellyfish's solution](#)

586.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[Gellyfish's solution](#)

587.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Gellyfish's solution](#)

588.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[Gellyfish's solution](#)

589.

100646E

[Su-Su-Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gellyfish's solution](#)

590.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gellyfish's solution](#)

591.

undefined197

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Gellyfish's solution](#)

592.

100202C

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gellyfish's solution](#)

593.

undefined183

[Painting the balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Gellyfish's solution](#)

594.

undefined458

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Gellyfish's solution](#)

595.

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gellyfish's solution](#)