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Unique solved — Gesgha

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1.

1856A

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3.

1794A

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4.

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1788A

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6.

1768A

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1779A

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1774A

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9.

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10.

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11.

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13.

1743A

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1704A

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1549A

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63.

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87.

1092B

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88.

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89.

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90.

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91.

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92.

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93.

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707A

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97.

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98.

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99.

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100.

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432A

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103.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Gesgha's solution](#)

104.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

105.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,251 global accepts · Rating: 800 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

106.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,318 global accepts · Rating: 800 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

107.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Gesgha's solution](#)

108.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Gesgha's solution](#)

109.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,894 global accepts · Rating: 900 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Gesgha's solution](#)

110.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Gesgha's solution](#)

111.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gesgha's solution](#)

112.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,305 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Gesgha's solution](#)

113.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Gesgha's solution](#)

114.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Gesgha's solution](#)

115.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Gesgha's solution](#)

116.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Gesgha's solution](#)

117.

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Gesgha's solution](#)

118.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Gesgha's solution](#)

119.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gesgha's solution](#)

120.

1609A

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

Quality: 18,897 global accepts · Rating: 900 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Gesgha's solution](#)

121.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Gesgha's solution](#)

122.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Gesgha's solution](#)

123.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Gesgha's solution](#)

124.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Gesgha's solution](#)

125.

1475B

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

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Gesgha's solution](#)

126.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Gesgha's solution](#)

127.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

128.

1471A

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

Quality: 38,224 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Gesgha's solution](#)

129.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gesgha's solution](#)

130.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Gesgha's solution](#)

131.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Gesgha's solution](#)

132.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Gesgha's solution](#)

133.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: implementation

[Gesgha's solution](#)

134.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,545 global accepts · Rating: 900 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: implementation

[Gesgha's solution](#)

135.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Gesgha's solution](#)

136.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Gesgha's solution](#)

137.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Gesgha's solution](#)

138.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Gesgha's solution](#)

139.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Gesgha's solution](#)

140.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Gesgha's solution](#)

141.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

142.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Gesgha's solution](#)

143.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Gesgha's solution](#)

144.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Gesgha's solution](#)

145.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,486 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Gesgha's solution](#)

146.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Gesgha's solution](#)

147.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Gesgha's solution](#)

148.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Gesgha's solution](#)

149.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Gesgha's solution](#)

150.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Gesgha's solution](#)

151.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Gesgha's solution](#)

152.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Gesgha's solution](#)

153.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Gesgha's solution](#)

154.

1465B

[Fair Numbers](#) · [Tutorial](#)

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

[Gesgha's solution](#)

155.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Gesgha's solution](#)

156.

1419D1

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

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Gesgha's solution](#)

157.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Gesgha's solution](#)

158.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,866 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Gesgha's solution](#)

159.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

160.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

161.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Gesgha's solution](#)

162.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[Gesgha's solution](#)

163.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: implementation

[Gesgha's solution](#)

164.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: greedy, math

[Gesgha's solution](#)

165.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Gesgha's solution](#)

166.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

167.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Gesgha's solution](#)

168.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Gesgha's solution](#)

169.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Gesgha's solution](#)

170.

1717B

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

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

[Gesgha's solution](#)

171.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gesgha's solution](#)

172.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Gesgha's solution](#)

173.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Gesgha's solution](#)

174.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Gesgha's solution](#)

175.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gesgha's solution](#)

176.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Gesgha's solution](#)

177.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Gesgha's solution](#)

178.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Gesgha's solution](#)

179.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Gesgha's solution](#)

180.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Gesgha's solution](#)

181.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Gesgha's solution](#)

182.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Gesgha's solution](#)

183.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Gesgha's solution](#)

184.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,534 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Gesgha's solution](#)

185.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

186.

1421B

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

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Gesgha's solution](#)

187.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Gesgha's solution](#)

188.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Gesgha's solution](#)

189.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Gesgha's solution](#)

190.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Gesgha's solution](#)

191.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: —

[Gesgha's solution](#)

192.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[Gesgha's solution](#)

193.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,800 global accepts · Rating: 1100 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: sortings

[Gesgha's solution](#)

194.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Gesgha's solution](#)

195.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Gesgha's solution](#)

196.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Gesgha's solution](#)

197.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Gesgha's solution](#)

198.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Gesgha's solution](#)

199.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Gesgha's solution](#)

200.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Gesgha's solution](#)

201.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Gesgha's solution](#)

202.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

203.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Gesgha's solution](#)

204.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[Gesgha's solution](#)

205.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[Gesgha's solution](#)

206.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[Gesgha's solution](#)

207.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Gesgha's solution](#)

208.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Gesgha's solution](#)

209.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Gesgha's solution](#)

210.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Gesgha's solution](#)

211.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[Gesgha's solution](#)

212.

1433D

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

Quality: 30,590 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[Gesgha's solution](#)

213.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Gesgha's solution](#)

214.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Gesgha's solution](#)

215.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Gesgha's solution](#)

216.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Gesgha's solution](#)

217.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Gesgha's solution](#)

218.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Gesgha's solution](#)

219.

445A

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

Quality: 33,674 global accepts · Rating: 1200 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[Gesgha's solution](#)

220.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[Gesgha's solution](#)

221.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: sortings

[Gesgha's solution](#)

222.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[Gesgha's solution](#)

223.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Gesgha's solution](#)

224.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

225.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Gesgha's solution](#)

226.

1794C

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

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Gesgha's solution](#)

227.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Gesgha's solution](#)

228.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Gesgha's solution](#)

229.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Gesgha's solution](#)

230.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gesgha's solution](#)

231.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Gesgha's solution](#)

232.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Gesgha's solution](#)

233.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

234.

1717C

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

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

[Gesgha's solution](#)

235.

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Gesgha's solution](#)

236.

1650D

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

Quality: 14,726 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Gesgha's solution](#)

237.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[Gesgha's solution](#)

238.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Gesgha's solution](#)

239.

1604C

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

Rating: 1300 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Gesgha's solution](#)

240.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Gesgha's solution](#)

241.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Gesgha's solution](#)

242.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[Gesgha's solution](#)

243.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[Gesgha's solution](#)

244.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[Gesgha's solution](#)

245.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Gesgha's solution](#)

246.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Gesgha's solution](#)

247.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Gesgha's solution](#)

248.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Gesgha's solution](#)

249.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Gesgha's solution](#)

250.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Gesgha's solution](#)

251.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Gesgha's solution](#)

252.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gesgha's solution](#)

253.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[Gesgha's solution](#)

254.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Gesgha's solution](#)

255.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Gesgha's solution](#)

256.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Gesgha's solution](#)

257.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Gesgha's solution](#)

258.

1705C

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

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

[Gesgha's solution](#)

259.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Gesgha's solution](#)

260.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Gesgha's solution](#)

261.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[Gesgha's solution](#)

262.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Gesgha's solution](#)

263.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Gesgha's solution](#)

264.

1559D1

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

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Gesgha's solution](#)

265.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Gesgha's solution](#)

266.

445B

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

Quality: 14,767 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy
[Gesgha's solution](#)

267.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Gesgha's solution](#)

268.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[Gesgha's solution](#)

269.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[Gesgha's solution](#)

270.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[Gesgha's solution](#)

271.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Gesgha's solution](#)

272.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings
[Gesgha's solution](#)

273.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Gesgha's solution](#)

274.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, sortings
[Gesgha's solution](#)

275.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: brute force, sortings
[Gesgha's solution](#)

276.

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Gesgha's solution](#)

277.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[Gesgha's solution](#)

278.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Gesgha's solution](#)

279.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Gesgha's solution](#)

280.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Gesgha's solution](#)

281.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Gesgha's solution](#)

282.

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

[Gesgha's solution](#)

283.

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Gesgha's solution](#)

284.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Gesgha's solution](#)

285.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Gesgha's solution](#)

286.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Gesgha's solution](#)

287.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Gesgha's solution](#)

288.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Gesgha's solution](#)

289.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Gesgha's solution](#)

290.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,594 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Gesgha's solution](#)

291.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Gesgha's solution](#)

292.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Gesgha's solution](#)

293.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,741 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Gesgha's solution](#)

294.

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Gesgha's solution](#)

295.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Gesgha's solution](#)

296.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gesgha's solution](#)

297.

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Gesgha's solution](#)

298.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: —

[Gesgha's solution](#)

299.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[Gesgha's solution](#)

300.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Gesgha's solution](#)

301.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Gesgha's solution](#)

302.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Gesgha's solution](#)

303.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Gesgha's solution](#)

304.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Gesgha's solution](#)

305.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Gesgha's solution](#)

306.

1708C

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Rating: 1600 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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307.

1702E

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Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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308.

1622C

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Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

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309.

1615C

[Menorah](#) · [Tutorial](#)

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

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310.

1609D

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Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

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311.

1610C

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Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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312.

1593E

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Quality: 14,730 global accepts · Rating: 1600 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

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313.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

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314.

1567C

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Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Gesgha's solution](#)

315.

831E

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Rating: 1600 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Gesgha's solution](#)

316.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Gesgha's solution](#)

317.

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[Gesgha's solution](#)

318.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[Gesgha's solution](#)

319.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers
[Gesgha's solution](#)

320.

858D

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Quality: 4,183 global accepts · Rating: 1600 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
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321.

735D

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Quality: 15,750 global accepts · Rating: 1600 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Gesgha's solution](#)

322.

1482C

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Quality: 10,028 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Gesgha's solution](#)

323.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[Gesgha's solution](#)

324.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1600 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Gesgha's solution](#)

325.

1455D

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Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[Gesgha's solution](#)

326.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2020-09-27 · last AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Gesgha's solution](#)

327.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[Gesgha's solution](#)

328.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1600 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[Gesgha's solution](#)

329.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Gesgha's solution](#)

330.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Gesgha's solution](#)

331.

1743D

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

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[Gesgha's solution](#)

332.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Gesgha's solution](#)

333.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Gesgha's solution](#)

334.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[Gesgha's solution](#)

335.

1629D

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

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Gesgha's solution](#)

336.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Gesgha's solution](#)

337.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Gesgha's solution](#)

338.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Gesgha's solution](#)

339.

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Gesgha's solution](#)

340.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Gesgha's solution](#)

341.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Gesgha's solution](#)

342.

339D

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

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Gesgha's solution](#)

343.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Gesgha's solution](#)

344.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gesgha's solution](#)

345.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Gesgha's solution](#)

346.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Gesgha's solution](#)

347.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,832 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[Gesgha's solution](#)

348.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Gesgha's solution](#)

349.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Gesgha's solution](#)

350.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Gesgha's solution](#)

351.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Gesgha's solution](#)

352.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Gesgha's solution](#)

353.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Gesgha's solution](#)

354.

1782D

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

Rating: 1800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Gesgha's solution](#)

355.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Gesgha's solution](#)

356.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Gesgha's solution](#)

357.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Gesgha's solution](#)

358.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

359.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Gesgha's solution](#)

360.

1705D

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

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Gesgha's solution](#)

361.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Gesgha's solution](#)

362.

1620C

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Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Gesgha's solution](#)

363.

1611F

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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

[Gesgha's solution](#)

364.

1586D

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

Rating: 1800 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Gesgha's solution](#)

365.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Gesgha's solution](#)

366.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Gesgha's solution](#)

367.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[Gesgha's solution](#)

368.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,545 global accepts · Rating: 1800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Gesgha's solution](#)

369.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Gesgha's solution](#)

370.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[Gesgha's solution](#)

371.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[Gesgha's solution](#)

372.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[Gesgha's solution](#)

373.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Gesgha's solution](#)

374.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1900 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Gesgha's solution](#)

375.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Gesgha's solution](#)

376.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Gesgha's solution](#)

377.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Gesgha's solution](#)

378.

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

[Gesgha's solution](#)

379.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[Gesgha's solution](#)

380.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

381.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Gesgha's solution](#)

382.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Gesgha's solution](#)

383.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Gesgha's solution](#)

384.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Gesgha's solution](#)

385.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Gesgha's solution](#)

386.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Gesgha's solution](#)

387.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Gesgha's solution](#)

388.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Gesgha's solution](#)

389.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Gesgha's solution](#)

390.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Gesgha's solution](#)

391.

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

[Gesgha's solution](#)

392.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Gesgha's solution](#)

393.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Gesgha's solution](#)

394.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Gesgha's solution](#)

395.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Gesgha's solution](#)

396.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Gesgha's solution](#)

397.

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Gesgha's solution](#)

398.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Gesgha's solution](#)

399.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees

[Gesgha's solution](#)

400.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Gesgha's solution](#)

401.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Gesgha's solution](#)

402.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · last AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Gesgha's solution](#)

403.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Gesgha's solution](#)

404.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Gesgha's solution](#)

405.

1726D

[Edge Split](#) · [Tutorial](#)

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

[Gesgha's solution](#)

406.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

407.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

408.

103433L

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

Rating: 2000 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

409.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Gesgha's solution](#)

410.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Gesgha's solution](#)

411.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Gesgha's solution](#)

412.

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Gesgha's solution](#)

413.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Gesgha's solution](#)

414.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Gesgha's solution](#)

415.

381E

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

Rating: 2000 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Gesgha's solution](#)

416.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Gesgha's solution](#)

417.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Gesgha's solution](#)

418.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Gesgha's solution](#)

419.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Gesgha's solution](#)

420.

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[Gesgha's solution](#)

421.

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Gesgha's solution](#)

422.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Gesgha's solution](#)

423.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Gesgha's solution](#)

424.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Gesgha's solution](#)

425.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Gesgha's solution](#)

426.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Gesgha's solution](#)

427.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Gesgha's solution](#)

428.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Gesgha's solution](#)

429.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Gesgha's solution](#)

430.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Gesgha's solution](#)

431.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Gesgha's solution](#)

432.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Gesgha's solution](#)

433.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Gesgha's solution](#)

434.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Gesgha's solution](#)

435.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Gesgha's solution](#)

436.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Gesgha's solution](#)

437.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Gesgha's solution](#)

438.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Gesgha's solution](#)

439.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Gesgha's solution](#)

440.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Gesgha's solution](#)

441.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Gesgha's solution](#)

442.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Gesgha's solution](#)

443.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Gesgha's solution](#)

444.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[Gesgha's solution](#)

445.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Gesgha's solution](#)

446.

1730D

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

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

[Gesgha's solution](#)

447.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Gesgha's solution](#)

448.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Gesgha's solution](#)

449.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Gesgha's solution](#)

450.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Gesgha's solution](#)

451.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Gesgha's solution](#)

452.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Gesgha's solution](#)

453.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[Gesgha's solution](#)

454.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Gesgha's solution](#)

455.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-04-06 · Secret 2021 (first AC) · Tags: *special

[Gesgha's solution](#)

456.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Gesgha's solution](#)

457.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Gesgha's solution](#)

458.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

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

[Gesgha's solution](#)

459.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

460.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Gesgha's solution](#)

461.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Gesgha's solution](#)

462.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Gesgha's solution](#)

463.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Gesgha's solution](#)

464.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Gesgha's solution](#)

465.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Gesgha's solution](#)

466.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Gesgha's solution](#)

467.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Gesgha's solution](#)

468.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Gesgha's solution](#)

469.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Gesgha's solution](#)

470.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Gesgha's solution](#)

471.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Gesgha's solution](#)

472.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Gesgha's solution](#)

473.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Gesgha's solution](#)

474.

1083E

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

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Gesgha's solution](#)

475.

1591F

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

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Gesgha's solution](#)

476.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Gesgha's solution](#)

477.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[Gesgha's solution](#)

478.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Gesgha's solution](#)

479.

1847F

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

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Gesgha's solution](#)

480.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Gesgha's solution](#)

481.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Gesgha's solution](#)

482.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Gesgha's solution](#)

483.

1771E

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

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Gesgha's solution](#)

484.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[Gesgha's solution](#)

485.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Gesgha's solution](#)

486.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Gesgha's solution](#)

487.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Gesgha's solution](#)

488.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Gesgha's solution](#)

489.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[Gesgha's solution](#)

490.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Gesgha's solution](#)

491.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Gesgha's solution](#)

492.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Gesgha's solution](#)

493.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Gesgha's solution](#)

494.

1042902

[BS0C7aCă5 C0>D ;C =C,,5](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

495.

1042901

[A\\$80D5Că=C 1C'NCD5C08CP](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

496.

102137E

[BFG9000](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gesgha's solution](#)

497.

102137K

[A\\$>C0r0 8 Că2DdK](#)

Rating: — · first AC: 2023-04-27 · last AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

498.

102137I

[A=20@D\\$8D C C, 4C GD2 2 C0@C,,4C GD0](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

499.

102137H

[AÄ>0r0aCă<CT@C](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

500.

102137D

[Tutorial](#)
AD>O@Câ ?Că6C ;Că2C BDÂ 2 A B4 B

Rating: — · first AC: 2023-04-27 · last AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

501.

102137C

[Tutorial](#)
AD>O@D,,=CT5 Ct0CD0CÔ8CP

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

502.

102137G

[Tutorial](#)
A=BCă1CT4C,,B?

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

503.

102137J

[Tutorial](#)
A00D\$D,,5D BC\$8Dò C =C€

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

504.

102137B

[Tutorial](#)
B4304G 9 Dt8D ;Că

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

505.

102440H

[Policeman from Rublevka](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

506.

102440D

[Tutorial](#)
Aô5D\$Q C, <C AD 8C

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

507.

102440A

[Tutorial](#)
AD>O@D,,=DôO C :D4;C

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

508.

102440K

[Tutorial](#)
A·1D>CND\$=C O C 1D >C'ND\$=CăAD\$L CĂ0D AC,,2C

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

509.

102440J

[Delivery in the city of the future](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

510.

102440B

[Tutorial](#)
Aô5Dô5D BC =Că2C=C CÔ0 Cò@Că:C GC=C

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

511.

102440F

[Football championship](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

512.

102440C

[A + B = C](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

513.

102793I

[BS5Câ@C,,O B 0CÄACTO](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

514.

102793H

[Similar Names](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

515.

102793C

[B >C 0C=0, C0@CT4C BCT;DÂ 8 C=0C 5C´O](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

516.

102793B

[B 500C´LD\\$0D\\$K C= >C0BCTAD\\$0](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

517.

102793D

[AD=0ÄBC0>](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

518.

102793F

[B0pCT=0\\$@Cä=C0KC' 7C <Cä:](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

519.

102793A

[B <0C=C AD\\$8C´O](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

520.

102024F

[AS=0HCT1C00D0 HC ED\\$0](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

521.

102024D

[A0NDT=C, 2 CÄ8C08D BCT@D BC\\$5](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

533.

100044A

[AÖCq;1Cä;DÄHC,,9 Cä1D"8C' 4CT;C,,BCT;DÀ](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

534.

100044F

[AÄC40Ct8CÐ](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

535.

104067G

[B480D6C](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

536.

104067B

[Curious Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

537.

104067F

[B7BD5C'>Dt=C,,:](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

538.

104067E

[Trick or Treat!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

539.

104067J

[AÄC0A\\$@D² 8 C'NCD8](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

540.

104067I

[A,,ED\\$5D 5D =D´5 Cö@C 7CD=Cä2C =C,,O](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

541.

104067C

[AD0C\\$0C"BCR @C 7CD5C´8CÄADò](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

542.

104067A

[B BD00,,=D´5 Dt8D ;C](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

543.

103967H

[String Mutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

544.

103967F

[A@D\\$DD0C=BD°](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

545.

103967I

[A>C02 8Cr :CäACÄ8Dt5D :Cä9 D\\$ND LCÄK](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

546.

103967B

[A„5D0D EC„O Dd8D\\$0CD5C`8](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

547.

103967J

[BT0Cf0D" C„:C](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

548.

103967G

[AÖ5012C =D´5 C4>D BC€](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

549.

103967A

[B-BD50LC 0 C„7 CöCD„:C€](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

550.

103967D

[B 80ÄkCTBD 8Dt=D´5 C=0D BD°](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

551.

103967E

[BÖDDD5C=BC„2CÔKC' 4C\\$8C40D\\$5C`L](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

552.

100132H

[B BD00Ô=D´9 C4>D >C@](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

553.

100132K

[AS0CÄ?C„@D :C„5 Dt8D ;C](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

554.

100132D

[A5D0CÔ>D 0CD:C€](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

555.

100132E

[A: 7040T<C,,O AD6CT4C 5C](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

556.

100132I

[AD:Q,=CÔKC' ?C,,BCä=](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

557.

100132A

[B 5000 <CÔKC' IC,,B](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

558.

100132B

[BT0CäB,,GCTAC=0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

559.

100132G

[BS>Cö>D" :CäBCä2](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

560.

103483C

[How Many Strings Are Less · Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

561.

100296J

[AT0C4@C =Cô0D ?Cä@D](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

562.

100296C

[A4=0CäD 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

563.

100296A

[Aä;CT00, 4C\\$>C,,GCÔKCR ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BC€](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

564.

100296E

[BS0050D>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

565.

100296H

[AT0D8D´5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

566.

100296I

[A5D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

567.

100296D

[A0C0@C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

568.

100296G

[A00Cq7D°](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

569.

100296B

[A4D0CB 'CP](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gesgha's solution](#)

570.

103195A

[A5CT4D2 4Cä<Cä9](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

571.

103194B

[AD2CPhDäAD\\$@D°](#)

Rating: — · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

572.

103426D

[Fantastic Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gesgha's solution](#)

573.

100850C

[B,,TCa;DÄ=C O CD5CÄ>C@C BC,,O](#)

Rating: — · first AC: 2021-11-09 · last AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

574.

103369D

[Aa7D\\$8CÄ0C´LCÔ0Dò 2D BC 2C=0](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

575.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

576.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

577.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

578.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

579.

100549C

[A55D75D BC\\$5CÔ=D'5 Dt8D ;C](#)

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

[Gesgha's solution](#)

580.

100549E

[A48C0=D\\$5Ct0 Cäl Cäl1CälD"5CÔ=Cä< Cä>CÔ5](#)

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

[Gesgha's solution](#)

581.

100549I

[Bt5D5C60DT8 C" ?D CCDC](#)

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

[Gesgha's solution](#)

582.

100549F

[ATUBDal](#)

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

[Gesgha's solution](#)

583.

100549J

[A6D78CÔ:C 7C 1Cä@C](#)

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

[Gesgha's solution](#)

584.

100549A

[A70CäDCTAD >D %C >D](#)

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

[Gesgha's solution](#)

585.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

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

[Gesgha's solution](#)

586.

103369H

[ATICR06D=C 8C4@C A DD8D,,:C <C€](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

587.

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

588.

103369I

[B\\$QD44CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

589.

103369J

[AD5D\\$A0>80' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

590.

103369B

[B4E0,6D\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

591.

100850E

[A10C08CÄ0D\\$5C´LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

592.

100850J

[Aô0CâA\\$0Dò ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

593.

100850H

[AäBD1QD" >C >D,,8C :C E](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

594.

100850G

[BD8DjalC€](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

595.

100850I

[A10CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

596.

100850F

[BT0CraCô>Cd0D\\$8Dă](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

597.

100850A

[A 3D>6Ô>CÂÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

598.

103112B

[A1C2C,,0D\\$CD 0](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

599.

103112C

[AÔ0C0?C,,ADÀ](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

600.

103112D

[AÄ¤C05D\\$K CD;Dò 4D CCt5C•](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

601.

103112E

[BD¤C¤CD K](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

602.

103112F

[B 50C40 BD :C O D <CT:C ;C¤0](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

603.

103112G

[A¤20T¤AD](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

604.

103112A

[AÔ¤C¤5D AD4=CDCC¤0](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

605.

101939K

[B 00\\$¤C¤<CT@CÔ>CR 4CT;CT=C,,5 CD5D 5C\\$0](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

606.

101939J

[A 18008CÄ0C´LCÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

607.

101939C

[A00C/8CÔ4D >CÄ=D´5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

608.

101939I

[BS0C04CT<CÔ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

609.

101939H

[AäG0T¤@CT4DÂ 2 C¤0D AD°](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

610.

101939F

[A@D48 C,,;C, 2D 0C0](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

611.

101939E

[B\\$>D B](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

612.

101939D

[A=5C45C' LCÔKC' <C 3C 7C,,=](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

613.

101939G

[A00D a C'L](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

614.

101939B

[A=00BD >C' LCÔ0Dđ](#)

Rating: — · first AC: 2018-10-23 · last AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

615.

101939A

[A00Cä8Ct2Cä4D BC\\$> C=5C=ACä2](#)

Rating: — · first AC: 2018-10-23 · last AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

616.

101187K

[«A,,AC=;DäG ND"5CR 8C'8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2021-09-19 · last AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

617.

101187D

[IQ D\\$5D0BäC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

618.

101187B

[A 2D\\$=C CD](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

619.

101187I

[AäDäGCÔKC' <C ;DäGC,,:](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

620.

101187A

[A=00D\\$KCR AC'8D\\$;C€](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

621.

101609C

[Aô@Df6C=8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

622.

101609J

[B 5D\\$2C,,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

623.

101609F

[B 8D=çC\\$0CÔ8CP](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

624.

101609H

[B 0D?C,,AC =C,,5](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

625.

101609D

[Aô5C0AAd5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

626.

101609G

[AôDriçT4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

627.

101609E

[B 0Ct=D'5 Dd8DD@D°](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

628.

101609A

[A0CriaCÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

629.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

630.

100070J

[J · Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

631.

100135I

[I · Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

632.

100091B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

633.

100091A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

634.

100715I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

635.

101614F

[BSQCTH=C,,@Cä2C¬8 B\\$>D 0](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

636.

102180F

[A 9C 0C Ô4C´MCÔ4](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

637.

100062G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

638.

100083A

[Aö@Ca4Cä:](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

639.

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

640.

100812C

[Story of Princess](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

641.

100118C

[B4D5C0;CT=C,,5 CÄ>D BCä2](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

642.

100062D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

643.

101967C

[A · Tutorial](#)
A 10040D >C,,3D 0D\$L C ²>CÔBCTAD

Rating: — · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

644.

100118E

[A · Tutorial](#)
A 0001a C\$8CÔ0

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

645.

100105B

[A · Tutorial](#)
A 2D\$>CÄ>C 8C´8 C" C 9D\$;C =CD8C€

Rating: — · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

646.

100072G

[B · Tutorial](#)
B\$>D=C O D BCT?CT=DÀ

Rating: — · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: —

[Gesgha's solution](#)

647.

100266F

[A · Tutorial](#)
A 10040C D>Dt=Cä5 D4@C 2CÔ5CÔ8CP

Rating: — · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

648.

100266C

[A · Tutorial](#)
A\$7C=CÂ HC,,DD 0

Rating: — · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

649.

100119D

[D · Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

650.

100118A

[B · Tutorial](#)
B 50000 <CÔ>CR >C JDô2C´5CÔ8CP

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

651.

100119B

[B · Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

652.

100119C

[C · Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

653.

100119A

[A · Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

654.

102023F

[B4=Q;6D\\$>Cd5CÔ8CR 4D >CÔ>C](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

655.

102023C

[A:8D\\$×C\\$KC' 0C\\$BCä<C B](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

656.

102023E

[AD×0i8C 2C×0](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

657.

102023A

[BS0C;0,,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

658.

100062I

[I · Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

659.

101698A

[B4=Q;2CT@D 0C'LCÔ0Dò @Cä7CTBC×0](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

660.

100266A

[A TCÔa!](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

661.

100266E

[B TC40T;CT=C,,5 C×>D >C'5C\\$AD\\$2C](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

662.

100244G

[B BD100d8 C =D\\$8C'>CôK C, 3C,,5CÔK](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

663.

100244F

[Aô×0i5C0](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

664.

102025A

[B 1Cä@!D BCä@Cä=CÔ8C×>C](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

665.

102025E

[BD>D\\$>D>C>D" D 8C0Ô4CRÔ C ;DÄ4C](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

666.

102105E

[Elegant system](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

667.

102105C

[Comparing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

668.

102105A

[Ayat and the film](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

669.

102105B

[Big dipper](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

670.

100266D

[A=C5C=DÀ](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

671.

100063D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

672.

100266B

[BBO2C=0](#)

Rating: — · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

673.

100062A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

674.

100118J

[AD5001 D >Cd4CT=C,,O C\\$8C=8CÔ3C](#)

Rating: — · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

675.

100063C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

676.

100062C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: —

[Gesgha's solution](#)

677.

100118H

[B](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: —

[Gesgha's solution](#)

678.

100063B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[Gesgha's solution](#)

679.

100118D

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: —

[Gesgha's solution](#)

680.

100062B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

681.

100118B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

682.

100942G

[Pots](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: —

[Gesgha's solution](#)

683.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: —

[Gesgha's solution](#)

684.

101945E

[A](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

685.

100017A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

686.

101641B

[A](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

687.

101641L

[BS@Cp1B CäGC=8 A =D\\$8Cö>C\\$0](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

688.

101921M

[Algebraic Excercise](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)

689.

101921A

[Añuñ4](#)

Rating: — · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gesgha's solution](#)