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Unique solved — HBPlayer

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

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Filters: none

Count: 561

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[HBPlayer's solution](#)

2.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[HBPlayer's solution](#)

3.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[HBPlayer's solution](#)

4.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,532 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[HBPlayer's solution](#)

5.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,729 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[HBPlayer's solution](#)

6.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,200 global accepts · Rating: 800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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7.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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8.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,165 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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9.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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10.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,975 global accepts · Rating: 800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math

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11.

2192A

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Quality: 17,903 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[HBPlayer's solution](#)

12.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,852 global accepts · Rating: 800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[HBPlayer's solution](#)

13.

2189A

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

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[HBPlayer's solution](#)

14.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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15.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 800 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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16.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,864 global accepts · Rating: 800 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[HBPlayer's solution](#)

17.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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18.

1775A1

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Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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19.

1783A

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

Quality: 48,703 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

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20.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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21.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[HBPlayer's solution](#)

22.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,990 global accepts · Rating: 800 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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23.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[HBPlayer's solution](#)

24.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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25.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
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26.

1719B

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Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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27.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math
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28.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[HBPlayer's solution](#)

29.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[HBPlayer's solution](#)

30.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation
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31.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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32.

1716A

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Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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33.

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[HBPlayer's solution](#)

34.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,774 global accepts · Rating: 800 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[HBPlayer's solution](#)

35.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[HBPlayer's solution](#)

36.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[HBPlayer's solution](#)

37.

1708A

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Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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38.

1705A

[Mark the Photographer](#) · [Tutorial](#)

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39.

1703C

[Cypher](#) · [Tutorial](#)

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40.

1703B

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[HBPlayer's solution](#)

41.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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42.

1702B

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43.

1702A

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44.

1654B

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[HBPlayer's solution](#)

45.

1654A

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[HBPlayer's solution](#)

46.

1646B

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Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[HBPlayer's solution](#)

47.

1647A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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48.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,304 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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49.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[HBPlayer's solution](#)

50.

1619B

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Quality: 32,945 global accepts · Rating: 800 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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51.

1619A

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Quality: 62,816 global accepts · Rating: 800 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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52.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[HBPlayer's solution](#)

53.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,154 global accepts · Rating: 800 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu,

implementation

[HBPlayer's solution](#)

54.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[HBPlayer's solution](#)

55.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[HBPlayer's solution](#)

56.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[HBPlayer's solution](#)

57.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[HBPlayer's solution](#)

58.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[HBPlayer's solution](#)

59.

1567A

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[HBPlayer's solution](#)

60.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,900 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[HBPlayer's solution](#)

61.

1526A

[Mean Inequality](#) · [Tutorial](#)

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62.

1556A

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63.

1562A

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[HBPlayer's solution](#)

64.

1561A

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Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
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65.

1560C

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Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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66.

1560B

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[HBPlayer's solution](#)

67.

1560A

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Quality: 73,508 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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68.

1535A

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69.

1557A

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

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[HBPlayer's solution](#)

70.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[HBPlayer's solution](#)

71.

1549B

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

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
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72.

1549A

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Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[HBPlayer's solution](#)

73.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[HBPlayer's solution](#)

74.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[HBPlayer's solution](#)

75.

1552A

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Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
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76.

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[HBPlayer's solution](#)

77.

1551A

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Quality: 58,351 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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78.

1553A

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Quality: 34,263 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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79.

1541A

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Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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80.

1530B

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Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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81.

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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82.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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83.

1539B

[Love Song](#) · [Tutorial](#)

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[HBPlayer's solution](#)

84.

1550A

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Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[HBPlayer's solution](#)

85.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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86.

1547B

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[HBPlayer's solution](#)

87.

1547A

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88.

1538B

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Quality: 33,536 global accepts · Rating: 800 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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89.

1538A

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90.

1542A

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91.

1529A

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92.

540A

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93.

1186A

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Quality: 42,454 global accepts · Rating: 800 · first AC: 2021-01-09 · Clang++17 Diagnostics (first AC) · Tags: implementation
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94.

1389A

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Quality: 49,872 global accepts · Rating: 800 · first AC: 2021-01-09 · Clang++17 Diagnostics (first AC) · Tags: constructive algorithms, greedy, math, number theory
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95.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2021-01-09 · Clang++17 Diagnostics (first AC) · Tags: constructive algorithms, greedy, number theory
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96.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,499 global accepts · Rating: 800 · first AC: 2021-01-09 · Clang++17 Diagnostics (first AC) · Tags: number theory

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97.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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98.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

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99.

151A

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Quality: 94,768 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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100.

959A

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

Quality: 55,665 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[HBPlayer's solution](#)

101.

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

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102.

1372A

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Quality: 33,481 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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103.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,798 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[HBPlayer's solution](#)

104.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,340 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[HBPlayer's solution](#)

105.

1337A

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

Quality: 42,908 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[HBPlayer's solution](#)

106.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,232 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[HBPlayer's solution](#)

107.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,553 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

108.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,940 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

109.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,803 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[HBPlayer's solution](#)

110.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[HBPlayer's solution](#)

111.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

112.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,336 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[HBPlayer's solution](#)

113.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,429 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[HBPlayer's solution](#)

114.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,640 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[HBPlayer's solution](#)

115.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,269 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[HBPlayer's solution](#)

116.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[HBPlayer's solution](#)

117.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[HBPlayer's solution](#)

118.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[HBPlayer's solution](#)

119.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,464 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[HBPlayer's solution](#)

120.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[HBPlayer's solution](#)

121.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[HBPlayer's solution](#)

122.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,585 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[HBPlayer's solution](#)

123.

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[HBPlayer's solution](#)

124.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,577 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

125.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,718 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[HBPlayer's solution](#)

126.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[HBPlayer's solution](#)

127.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,937 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[HBPlayer's solution](#)

128.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,177 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[HBPlayer's solution](#)

129.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,808 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[HBPlayer's solution](#)

130.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[HBPlayer's solution](#)

131.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,120 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[HBPlayer's solution](#)

132.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,501 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[HBPlayer's solution](#)

133.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,300 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[HBPlayer's solution](#)

134.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,705 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[HBPlayer's solution](#)

135.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,231 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

136.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,128 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[HBPlayer's solution](#)

137.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[HBPlayer's solution](#)

138.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,829 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[HBPlayer's solution](#)

139.

1409A

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

Quality: 80,416 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[HBPlayer's solution](#)

140.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,054 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[HBPlayer's solution](#)

141.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,659 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[HBPlayer's solution](#)

142.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,583 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[HBPlayer's solution](#)

143.

750A

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

Quality: 92,550 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[HBPlayer's solution](#)

144.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,950 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[HBPlayer's solution](#)

145.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,768 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[HBPlayer's solution](#)

146.

1352A

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

Quality: 104,095 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[HBPlayer's solution](#)

147.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,903 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

148.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,349 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[HBPlayer's solution](#)

149.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,400 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[HBPlayer's solution](#)

150.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,783 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[HBPlayer's solution](#)

151.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,511 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[HBPlayer's solution](#)

152.

785A

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

Quality: 110,940 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[HBPlayer's solution](#)

153.

268A

[Games](#) · [Tutorial](#)

Quality: 104,198 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[HBPlayer's solution](#)

154.

1328A

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

Quality: 131,893 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[HBPlayer's solution](#)

155.

443A

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

Quality: 112,029 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[HBPlayer's solution](#)

156.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,380 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

157.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,796 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

158.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,188 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[HBPlayer's solution](#)

159.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,385 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[HBPlayer's solution](#)

160.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,397 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[HBPlayer's solution](#)

161.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,201 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

162.

486A

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

Quality: 154,125 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[HBPlayer's solution](#)

163.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,065 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

164.

1030A

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Quality: 171,445 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

165.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,319 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

166.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,510 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

167.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,565 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

168.

467A

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

Quality: 155,918 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

169.

271A

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Quality: 177,717 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[HBPlayer's solution](#)

170.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,502 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[HBPlayer's solution](#)

171.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,426 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[HBPlayer's solution](#)

172.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,479 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[HBPlayer's solution](#)

173.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,066 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[HBPlayer's solution](#)

174.

59A

[Word](#) · [Tutorial](#)

Quality: 227,898 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[HBPlayer's solution](#)

175.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[HBPlayer's solution](#)

176.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,539 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

177.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,461 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

178.

791A

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

Quality: 257,190 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

179.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,184 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[HBPlayer's solution](#)

180.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,985 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[HBPlayer's solution](#)

181.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,527 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

182.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,954 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[HBPlayer's solution](#)

183.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,310 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[HBPlayer's solution](#)

184.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,949 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

185.

112A

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

Quality: 287,214 global accepts · Rating: 800 · first AC: 2020-11-19 · last AC: 2020-11-19 · Clang++17 Diagnostics (first AC) · Tags: implementation, strings

[HBPlayer's solution](#)

186.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,225 global accepts · Rating: 800 · first AC: 2020-11-19 · Clang++17 Diagnostics (first AC) · Tags: implementation

[HBPlayer's solution](#)

187.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,670 global accepts · Rating: 800 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: greedy, math

[HBPlayer's solution](#)

188.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,431 global accepts · Rating: 800 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: *special, implementation

[HBPlayer's solution](#)

189.

231A

[Team](#) · [Tutorial](#)

Quality: 430,200 global accepts · Rating: 800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: brute force, greedy

[HBPlayer's solution](#)

190.

71A

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

Quality: 503,185 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: strings

[HBPlayer's solution](#)

191.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,724 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, math

[HBPlayer's solution](#)

192.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,366 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[HBPlayer's solution](#)

193.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[HBPlayer's solution](#)

194.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[HBPlayer's solution](#)

195.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[HBPlayer's solution](#)

196.

1771A

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

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[HBPlayer's solution](#)

197.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[HBPlayer's solution](#)

198.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,002 global accepts · Rating: 900 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[HBPlayer's solution](#)

199.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,214 global accepts · Rating: 900 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[HBPlayer's solution](#)

200.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[HBPlayer's solution](#)

201.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[HBPlayer's solution](#)

202.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[HBPlayer's solution](#)

203.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[HBPlayer's solution](#)

204.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[HBPlayer's solution](#)

205.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force,

greedy, math, number theory, sortings

[HBPlayer's solution](#)

206.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,305 global accepts · Rating: 900 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[HBPlayer's solution](#)

207.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[HBPlayer's solution](#)

208.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[HBPlayer's solution](#)

209.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,944 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[HBPlayer's solution](#)

210.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[HBPlayer's solution](#)

211.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[HBPlayer's solution](#)

212.

2203B

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

Quality: 14,285 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[HBPlayer's solution](#)

213.

2192B

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

Quality: 14,543 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[HBPlayer's solution](#)

214.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[HBPlayer's solution](#)

215.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[HBPlayer's solution](#)

216.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[HBPlayer's solution](#)

217.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[HBPlayer's solution](#)

218.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[HBPlayer's solution](#)

219.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[HBPlayer's solution](#)

220.

1620B

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

Quality: 31,471 global accepts · Rating: 1000 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[HBPlayer's solution](#)

221.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[HBPlayer's solution](#)

222.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[HBPlayer's solution](#)

223.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,929 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[HBPlayer's solution](#)

224.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[HBPlayer's solution](#)

225.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-07-16 · last AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[HBPlayer's solution](#)

226.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[HBPlayer's solution](#)

227.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[HBPlayer's solution](#)

228.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[HBPlayer's solution](#)

229.

2197B

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

Quality: 15,893 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, schedules, sortings, two pointers

[HBPlayer's solution](#)

230.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[HBPlayer's solution](#)

231.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,617 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[HBPlayer's solution](#)

232.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[HBPlayer's solution](#)

233.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[HBPlayer's solution](#)

234.

1708B

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

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[HBPlayer's solution](#)

235.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[HBPlayer's solution](#)

236.

1702C

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

Quality: 25,120 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[HBPlayer's solution](#)

237.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[HBPlayer's solution](#)

238.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[HBPlayer's solution](#)

239.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math
[HBPlayer's solution](#)

240.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[HBPlayer's solution](#)

241.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[HBPlayer's solution](#)

242.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[HBPlayer's solution](#)

243.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[HBPlayer's solution](#)

244.

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[HBPlayer's solution](#)

245.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[HBPlayer's solution](#)

246.

1734C

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

Quality: 28,629 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[HBPlayer's solution](#)

247.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math
[HBPlayer's solution](#)

248.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[HBPlayer's solution](#)

249.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[HBPlayer's solution](#)

250.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[HBPlayer's solution](#)

251.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[HBPlayer's solution](#)

252.

1650C

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

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[HBPlayer's solution](#)

253.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[HBPlayer's solution](#)

254.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[HBPlayer's solution](#)

255.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[HBPlayer's solution](#)

256.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,459 global accepts · Rating: 1200 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[HBPlayer's solution](#)

257.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,026 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[HBPlayer's solution](#)

258.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[HBPlayer's solution](#)

259.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[HBPlayer's solution](#)

260.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,477 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[HBPlayer's solution](#)

261.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[HBPlayer's solution](#)

262.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[HBPlayer's solution](#)

263.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[HBPlayer's solution](#)

264.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,082 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[HBPlayer's solution](#)

265.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[HBPlayer's solution](#)

266.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[HBPlayer's solution](#)

267.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[HBPlayer's solution](#)

268.

2127B

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

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

[HBPlayer's solution](#)

269.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[HBPlayer's solution](#)

270.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[HBPlayer's solution](#)

271.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[HBPlayer's solution](#)

272.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[HBPlayer's solution](#)

273.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[HBPlayer's solution](#)

274.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[HBPlayer's solution](#)

275.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[HBPlayer's solution](#)

276.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[HBPlayer's solution](#)

277.

1650D

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

Quality: 14,690 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[HBPlayer's solution](#)

278.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[HBPlayer's solution](#)

279.

1607D

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

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[HBPlayer's solution](#)

280.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[HBPlayer's solution](#)

281.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[HBPlayer's solution](#)

282.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,413 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[HBPlayer's solution](#)

283.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[HBPlayer's solution](#)

284.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[HBPlayer's solution](#)

285.

1560D

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

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[HBPlayer's solution](#)

286.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[HBPlayer's solution](#)

287.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[HBPlayer's solution](#)

288.

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[HBPlayer's solution](#)

289.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[HBPlayer's solution](#)

290.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-13 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[HBPlayer's solution](#)

291.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[HBPlayer's solution](#)

292.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,634 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[HBPlayer's solution](#)

293.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

294.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,910 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[HBPlayer's solution](#)

295.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-08-23 · last AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees

[HBPlayer's solution](#)

296.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,116 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[HBPlayer's solution](#)

297.

2127C

[Trip Shopping](#) · [Tutorial](#)

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

[HBPlayer's solution](#)

298.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[HBPlayer's solution](#)

299.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive

algorithms, dp, two pointers

[HBPlayer's solution](#)

300.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[HBPlayer's solution](#)

301.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,103 global accepts · Rating: 1400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[HBPlayer's solution](#)

302.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[HBPlayer's solution](#)

303.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[HBPlayer's solution](#)

304.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[HBPlayer's solution](#)

305.

1705C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[HBPlayer's solution](#)

306.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[HBPlayer's solution](#)

307.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, matrices

[HBPlayer's solution](#)

308.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[HBPlayer's solution](#)

309.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[HBPlayer's solution](#)

310.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[HBPlayer's solution](#)

311.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[HBPlayer's solution](#)

312.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[HBPlayer's solution](#)

313.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[HBPlayer's solution](#)

314.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[HBPlayer's solution](#)

315.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[HBPlayer's solution](#)

316.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,727 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[HBPlayer's solution](#)

317.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,023 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math

[HBPlayer's solution](#)

318.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HBPlayer's solution](#)

319.

1711C

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

Rating: 1500 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[HBPlayer's solution](#)

320.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[HBPlayer's solution](#)

321.

1646C

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

Quality: 19,513 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[HBPlayer's solution](#)

322.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-09 · last AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[HBPlayer's solution](#)

323.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · last AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[HBPlayer's solution](#)

324.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[HBPlayer's solution](#)

325.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[HBPlayer's solution](#)

326.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[HBPlayer's solution](#)

327.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[HBPlayer's solution](#)

328.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[HBPlayer's solution](#)

329.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[HBPlayer's solution](#)

330.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-15 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[HBPlayer's solution](#)

331.

1546C

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

Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[HBPlayer's solution](#)

332.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[HBPlayer's solution](#)

333.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[HBPlayer's solution](#)

334.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2023-10-01 · last AC: 2026-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[HBPlayer's solution](#)

335.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[HBPlayer's solution](#)

336.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[HBPlayer's solution](#)

337.

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[HBPlayer's solution](#)

338.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[HBPlayer's solution](#)

339.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[HBPlayer's solution](#)

340.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[HBPlayer's solution](#)

341.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[HBPlayer's solution](#)

342.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[HBPlayer's solution](#)

343.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[HBPlayer's solution](#)

344.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[HBPlayer's solution](#)

345.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[HBPlayer's solution](#)

346.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[HBPlayer's solution](#)

347.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[HBPlayer's solution](#)

348.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[HBPlayer's solution](#)

349.

1529C

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

Rating: 1600 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[HBPlayer's solution](#)

350.

1566D2

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

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

[HBPlayer's solution](#)

351.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[HBPlayer's solution](#)

352.

1526C2

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

Quality: 29,727 global accepts · Rating: 1600 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[HBPlayer's solution](#)

353.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[HBPlayer's solution](#)

354.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[HBPlayer's solution](#)

355.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[HBPlayer's solution](#)

356.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[HBPlayer's solution](#)

357.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[HBPlayer's solution](#)

358.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[HBPlayer's solution](#)

359.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · last AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[HBPlayer's solution](#)

360.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[HBPlayer's solution](#)

361.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[HBPlayer's solution](#)

362.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[HBPlayer's solution](#)

363.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[HBPlayer's solution](#)

364.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[HBPlayer's solution](#)

365.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[HBPlayer's solution](#)

366.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[HBPlayer's solution](#)

367.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[HBPlayer's solution](#)

368.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[HBPlayer's solution](#)

369.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[HBPlayer's solution](#)

370.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[HBPlayer's solution](#)

371.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math
[HBPlayer's solution](#)

372.

1529D

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

Rating: 1700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[HBPlayer's solution](#)

373.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory
[HBPlayer's solution](#)

374.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[HBPlayer's solution](#)

375.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-30 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[HBPlayer's solution](#)

376.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[HBPlayer's solution](#)

377.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[HBPlayer's solution](#)

378.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[HBPlayer's solution](#)

379.

1538D

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

Quality: 15,266 global accepts · Rating: 1700 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[HBPlayer's solution](#)

380.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[HBPlayer's solution](#)

381.

2211C2

[Equal Multisets \(Hard Version\) · Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[HBPlayer's solution](#)

382.

2209D

[Ghostfires · Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[HBPlayer's solution](#)

383.

2204E

[Sum of Digits \(and Again\) · Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[HBPlayer's solution](#)

384.

2208D1

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

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees
[HBPlayer's solution](#)

385.

2192D

[Cost of Tree · Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · last AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[HBPlayer's solution](#)

386.

2197E1

[Interactive Graph \(Simple Version\) · Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[HBPlayer's solution](#)

387.

2189C2

[XOR-convenience \(Hard Version\) · Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[HBPlayer's solution](#)

388.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-20 · last AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[HBPlayer's solution](#)

389.

747D

[Winter Is Coming · Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[HBPlayer's solution](#)

390.

95B

[Lucky Numbers · Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[HBPlayer's solution](#)

391.

1775D

[Friendly Spiders · Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[HBPlayer's solution](#)

392.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[HBPlayer's solution](#)

393.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[HBPlayer's solution](#)

394.

1719D1

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

Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[HBPlayer's solution](#)

395.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[HBPlayer's solution](#)

396.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[HBPlayer's solution](#)

397.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[HBPlayer's solution](#)

398.

1619D

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

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2022-01-09 · last AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[HBPlayer's solution](#)

399.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[HBPlayer's solution](#)

400.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, implementation

[HBPlayer's solution](#)

401.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[HBPlayer's solution](#)

402.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[HBPlayer's solution](#)

403.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[HBPlayer's solution](#)

404.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · last AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[HBPlayer's solution](#)

405.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[HBPlayer's solution](#)

406.

1549D

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

Rating: 1800 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[HBPlayer's solution](#)

407.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[HBPlayer's solution](#)

408.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · last AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[HBPlayer's solution](#)

409.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[HBPlayer's solution](#)

410.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[HBPlayer's solution](#)

411.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[HBPlayer's solution](#)

412.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[HBPlayer's solution](#)

413.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[HBPlayer's solution](#)

414.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[HBPlayer's solution](#)

415.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[HBPlayer's solution](#)

416.

1719D2

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

Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, math

[HBPlayer's solution](#)

417.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,374 global accepts · Rating: 1900 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[HBPlayer's solution](#)

418.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[HBPlayer's solution](#)

419.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[HBPlayer's solution](#)

420.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[HBPlayer's solution](#)

421.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[HBPlayer's solution](#)

422.

1650E

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

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[HBPlayer's solution](#)

423.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[HBPlayer's solution](#)

424.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[HBPlayer's solution](#)

425.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[HBPlayer's solution](#)

426.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[HBPlayer's solution](#)

427.

1547F

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

Quality: 6,951 global accepts · Rating: 1900 · first AC: 2021-07-13 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[HBPlayer's solution](#)

428.

1546D

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

Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[HBPlayer's solution](#)

429.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[HBPlayer's solution](#)

430.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[HBPlayer's solution](#)

431.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[HBPlayer's solution](#)

432.

1783D

[Different Arrays · Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[HBPlayer's solution](#)

433.

1770D

[Koxia and Game · Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[HBPlayer's solution](#)

434.

1712D

[Empty Graph · Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[HBPlayer's solution](#)

435.

1716C

[Robot in a Hallway · Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[HBPlayer's solution](#)

436.

1716D

[Chip Move · Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[HBPlayer's solution](#)

437.

598E

[Chocolate Bar · Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[HBPlayer's solution](#)

438.

1646D

[Weight the Tree · Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[HBPlayer's solution](#)

439.

1574D

[The Strongest Build · Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[HBPlayer's solution](#)

440.

1566E

[Buds Re-hanging · Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[HBPlayer's solution](#)

441.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[HBPlayer's solution](#)

442.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[HBPlayer's solution](#)

443.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[HBPlayer's solution](#)

444.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[HBPlayer's solution](#)

445.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[HBPlayer's solution](#)

446.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[HBPlayer's solution](#)

447.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[HBPlayer's solution](#)

448.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[HBPlayer's solution](#)

449.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[HBPlayer's solution](#)

450.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[HBPlayer's solution](#)

451.

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[HBPlayer's solution](#)

452.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[HBPlayer's solution](#)

453.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[HBPlayer's solution](#)

454.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[HBPlayer's solution](#)

455.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[HBPlayer's solution](#)

456.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[HBPlayer's solution](#)

457.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[HBPlayer's solution](#)

458.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[HBPlayer's solution](#)

459.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-15 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[HBPlayer's solution](#)

460.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,767 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[HBPlayer's solution](#)

461.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[HBPlayer's solution](#)

462.

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[HBPlayer's solution](#)

463.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[HBPlayer's solution](#)

464.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[HBPlayer's solution](#)

465.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[HBPlayer's solution](#)

466.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[HBPlayer's solution](#)

467.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2022-08-11 · last AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[HBPlayer's solution](#)

468.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[HBPlayer's solution](#)

469.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[HBPlayer's solution](#)

470.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[HBPlayer's solution](#)

471.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[HBPlayer's solution](#)

472.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[HBPlayer's solution](#)

473.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[HBPlayer's solution](#)

474.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[HBPlayer's solution](#)

475.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
[HBPlayer's solution](#)

476.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[HBPlayer's solution](#)

477.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[HBPlayer's solution](#)

478.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[HBPlayer's solution](#)

479.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[HBPlayer's solution](#)

480.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[HBPlayer's solution](#)

481.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[HBPlayer's solution](#)

482.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[HBPlayer's solution](#)

483.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[HBPlayer's solution](#)

484.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[HBPlayer's solution](#)

485.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[HBPlayer's solution](#)

486.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[HBPlayer's solution](#)

487.

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[HBPlayer's solution](#)

488.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[HBPlayer's solution](#)

489.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[HBPlayer's solution](#)

490.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[HBPlayer's solution](#)

491.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[HBPlayer's solution](#)

492.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · last AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[HBPlayer's solution](#)

493.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: fft, geometry, number theory

[HBPlayer's solution](#)

494.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[HBPlayer's solution](#)

495.

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[HBPlayer's solution](#)

496.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[HBPlayer's solution](#)

497.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[HBPlayer's solution](#)

498.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[HBPlayer's solution](#)

499.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[HBPlayer's solution](#)

500.

1549E

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

Rating: 2500 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[HBPlayer's solution](#)

501.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[HBPlayer's solution](#)

502.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[HBPlayer's solution](#)

503.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[HBPlayer's solution](#)

504.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[HBPlayer's solution](#)

505.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[HBPlayer's solution](#)

506.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, math, probabilities

[HBPlayer's solution](#)

507.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[HBPlayer's solution](#)

508.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[HBPlayer's solution](#)

509.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[HBPlayer's solution](#)

510.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[HBPlayer's solution](#)

511.

1546E

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

Rating: 2800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[HBPlayer's solution](#)

512.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[HBPlayer's solution](#)

513.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[HBPlayer's solution](#)

514.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[HBPlayer's solution](#)

515.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[HBPlayer's solution](#)

516.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[HBPlayer's solution](#)

517.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[HBPlayer's solution](#)

518.

1549F2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[HBPlayer's solution](#)

519.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[HBPlayer's solution](#)

520.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[HBPlayer's solution](#)

521.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[HBPlayer's solution](#)

522.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[HBPlayer's solution](#)

523.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,259 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[HBPlayer's solution](#)

524.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[HBPlayer's solution](#)

525.

2222D

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

Quality: 3,174 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[HBPlayer's solution](#)

526.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, trees

[HBPlayer's solution](#)

527.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[HBPlayer's solution](#)

528.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[HBPlayer's solution](#)

529.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[HBPlayer's solution](#)

530.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[HBPlayer's solution](#)

531.

102832J

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

Rating: — · first AC: 2026-02-25 · last AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HBPlayer's solution](#)

532.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HBPlayer's solution](#)

533.

104396K

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

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[HBPlayer's solution](#)

534.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[HBPlayer's solution](#)

535.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[HBPlayer's solution](#)

536.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[HBPlayer's solution](#)

537.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[HBPlayer's solution](#)

538.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[HBPlayer's solution](#)

539.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[HBPlayer's solution](#)

540.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · last AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

541.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · last AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

542.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · last AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

543.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[HBPlayer's solution](#)

544.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[HBPlayer's solution](#)

545.

103119L

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

Rating: — · first AC: 2023-01-09 · Java 17 (first AC) · Tags: —

[HBPlayer's solution](#)

546.

104081G

[c++17](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

547.

104081E

[waffle](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

548.

104081A

[Qierja](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

549.

104081C

[mKufial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

550.

103941F

[-AETONKTC](#)

Rating: — · first AC: 2022-10-03 · last AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

551.

103941H

[eEulq](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

552.

103941J

[Mex Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

553.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

554.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

555.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · last AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

556.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

557.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

558.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

559.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

560.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HBPlayer's solution](#)

561.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[HBPlayer's solution](#)