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# Unique solved — Honey Badger

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

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Count: 1,786

- 1.**  
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- 2.**  
2126B  
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- 3.**  
2126A  
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Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
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- 4.**  
2004A  
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- 5.**  
2035A  
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- 6.**  
2025A  
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- 7.**  
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- 8.**  
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- 9.**  
1994A  
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**10.**

2014B

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2014A

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1948A

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1913A

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**15.**

1912L

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1883A

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1831A

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**19.**

1855A

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1870A

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**21.**

1720B

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**22.**

1844A

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**23.**

1842A

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1704A

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1750B

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1750A

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**27.**

1845A

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**28.**

1804A

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1810B

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1810A

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1766A

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1767B

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**33.**

1767A

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**34.**

1783A

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**35.**

1764A

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**36.**

1774A

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1779A

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**38.**

1744B

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**39.**

1744A

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1739A

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**41.**

1097A

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42.

1717A

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43.

1719B

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46.

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47.

1624A

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48.

1028A

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49.

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50.

1621A

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51.

1616A

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52.

1615A

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**53.**

1551B1

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1551A

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**55.**

1586A

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**56.**

1511A

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**57.**

1614A

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1566B

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1566A

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1560A

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**66.**

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1552A

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**68.**

1553A

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1542A

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1530B

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1530A

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1539B

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746A

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**74.**

1537A

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**75.**

1392B

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**76.**

1392A

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**77.**

1534A

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**78.**

1270A

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**79.**

1523A

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**80.**

1520B

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**81.**

1520A

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**82.**

1515A

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**83.**

1482A

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**84.**

1490A

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**85.**

832A

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**86.**

1491A

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**87.**

1480A

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**88.**

1481A

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**89.**

1411A

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**90.**

1454B

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**91.**

1454A

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**92.**

1462B

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**93.**

1462A

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**94.**

1436A

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**95.**

1421A

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**96.**

1428A

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**97.**

1408A

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**98.**

1417A

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**99.**

1426A

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Quality: 54,958 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**100.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,722 global accepts · Rating: 800 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**101.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Honey\\_Badger's solution](#)

**102.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**103.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**104.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Honey\\_Badger's solution](#)

**105.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Honey\\_Badger's solution](#)

**106.**

1353B

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

Quality: 58,123 global accepts · Rating: 800 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**107.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**108.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Honey\\_Badger's solution](#)

**109.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**110.**

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**111.**

1352A

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

Quality: 104,114 global accepts · Rating: 800 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**112.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**113.**

1296A

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

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**114.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**115.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**116.**

1337A

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

Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**117.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[Honey\\_Badger's solution](#)

**118.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Honey\\_Badger's solution](#)

**119.**

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**120.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**121.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**122.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**123.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**124.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**125.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,444 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**126.**

1283A

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

Quality: 61,297 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**127.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**128.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Honey\\_Badger's solution](#)

**129.**

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Honey\\_Badger's solution](#)

**130.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**131.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**132.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,455 global accepts · Rating: 800 · first AC: 2019-10-18 · PyPy 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**133.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**134.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Honey\\_Badger's solution](#)

**135.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Honey\\_Badger's solution](#)

**136.**

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math

[Honey\\_Badger's solution](#)

**137.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-07-22 · PyPy 3 (first AC) · Tags: brute force, greedy, strings

[Honey\\_Badger's solution](#)

**138.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · Python 3 (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**139.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · PyPy 3 (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**140.**

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · PyPy 3 (first AC) · Tags: brute force

[Honey\\_Badger's solution](#)

**141.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-05 · PyPy 3 (first AC) · Tags: strings

[Honey\\_Badger's solution](#)

**142.**

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,197 global accepts · Rating: 800 · first AC: 2019-07-04 · PyPy 3 (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**143.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-07-04 · PyPy 3 (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**144.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-06-29 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Honey\\_Badger's solution](#)

**145.**

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · PyPy 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**146.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · PyPy 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**147.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-06-22 · PyPy 3 (first AC) · Tags: dp, implementation, math

[Honey\\_Badger's solution](#)

**148.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · Python 3 (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**149.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-06-15 · Python 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**150.**

1085A

[Right-Left Cipher](#) · [Tutorial](#)

Quality: 12,697 global accepts · Rating: 800 · first AC: 2019-06-13 · Python 3 (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**151.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-13 · Python 3 (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**152.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2019-06-09 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[Honey\\_Badger's solution](#)

**153.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2019-06-09 · PyPy 3 (first AC) · Tags: brute force, dp

[Honey\\_Badger's solution](#)

**154.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,364 global accepts · Rating: 800 · first AC: 2019-06-09 · PyPy 3 (first AC) · Tags: dp, greedy

[Honey\\_Badger's solution](#)

**155.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[Honey\\_Badger's solution](#)

**156.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,027 global accepts · Rating: 800 · first AC: 2019-06-09 · Python 3 (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**157.**

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Honey\\_Badger's solution](#)

**158.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Honey\\_Badger's solution](#)

**159.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**160.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Honey\\_Badger's solution](#)

**161.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**162.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,681 global accepts · Rating: 900 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Honey\\_Badger's solution](#)

**163.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Honey\\_Badger's solution](#)

**164.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,055 global accepts · Rating: 900 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Honey\\_Badger's solution](#)

**165.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)

**166.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[Honey\\_Badger's solution](#)

**167.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)

**168.**

1779B

[MKnez's Constructive Forces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**169.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Honey\\_Badger's solution](#)

**170.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**171.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Honey\\_Badger's solution](#)

**172.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**173.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Honey\\_Badger's solution](#)

**174.**

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**175.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**176.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Honey\\_Badger's solution](#)

**177.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Honey\\_Badger's solution](#)

**178.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Honey\\_Badger's solution](#)

**179.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Honey\\_Badger's solution](#)

**180.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Honey\\_Badger's solution](#)

**181.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**182.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**183.**

1494A

[ABC String](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**184.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Honey\\_Badger's solution](#)

**185.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[Honey\\_Badger's solution](#)

**186.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[Honey\\_Badger's solution](#)

**187.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings  
[Honey\\_Badger's solution](#)

**188.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Honey\\_Badger's solution](#)

**189.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings  
[Honey\\_Badger's solution](#)

**190.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[Honey\\_Badger's solution](#)

**191.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Honey\\_Badger's solution](#)

**192.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Honey\\_Badger's solution](#)

**193.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Honey\\_Badger's solution](#)

**194.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Honey\\_Badger's solution](#)

**195.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**196.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,388 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Honey\\_Badger's solution](#)

**197.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Honey\\_Badger's solution](#)

**198.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Honey\\_Badger's solution](#)

**199.**

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-04-13 · MS C++ 2017 (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**200.**

1326B

[Maximums](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**201.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Honey\\_Badger's solution](#)

**202.**

1313A

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

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

[Honey\\_Badger's solution](#)

**203.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**204.**

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**205.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Honey\\_Badger's solution](#)

**206.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Honey\\_Badger's solution](#)

**207.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[Honey\\_Badger's solution](#)

**208.**

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-11 · Python 3 (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)

**209.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**210.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[Honey\\_Badger's solution](#)

**211.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,476 global accepts · Rating: 900 · first AC: 2019-07-04 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[Honey\\_Badger's solution](#)

**212.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,713 global accepts · Rating: 900 · first AC: 2019-07-04 · PyPy 3 (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**213.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,902 global accepts · Rating: 900 · first AC: 2019-07-04 · PyPy 3 (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**214.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-07-02 · Python 3 (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**215.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-07-01 · Python 3 (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**216.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · PyPy 3 (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**217.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · PyPy 3 (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**218.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-06-18 · Python 3 (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**219.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,684 global accepts · Rating: 900 · first AC: 2019-06-10 · Python 3 (first AC) · Tags: brute force, dp, implementation

[Honey\\_Badger's solution](#)

**220.**

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-06-10 · Python 3 (first AC) · Tags: dp, greedy, math

[Honey\\_Badger's solution](#)

**221.**

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-06-09 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[Honey\\_Badger's solution](#)

**222.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Honey\\_Badger's solution](#)

**223.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[Honey\\_Badger's solution](#)

**224.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Honey\\_Badger's solution](#)

**225.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Honey\\_Badger's solution](#)

**226.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Honey\\_Badger's solution](#)

**227.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**228.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,915 global accepts · Rating: 1000 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Honey\\_Badger's solution](#)

**229.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**230.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**231.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Honey\\_Badger's solution](#)

**232.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Honey\\_Badger's solution](#)

**233.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 1000 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[Honey\\_Badger's solution](#)

**234.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,953 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Honey\\_Badger's solution](#)

**235.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**236.**

1614B

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

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Honey\\_Badger's solution](#)

**237.**

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

[Honey\\_Badger's solution](#)

**238.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Honey\\_Badger's solution](#)

**239.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,028 global accepts · Rating: 1000 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**240.**

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Honey\\_Badger's solution](#)

**241.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[Honey\\_Badger's solution](#)

**242.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Honey\\_Badger's solution](#)

**243.**

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Honey\\_Badger's solution](#)

**244.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Honey\\_Badger's solution](#)

**245.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**246.**

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,338 global accepts · Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[Honey\\_Badger's solution](#)

**247.**

1090M

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

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**248.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**249.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**250.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Honey\\_Badger's solution](#)

**251.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Honey\\_Badger's solution](#)

**252.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**253.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**254.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**255.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**256.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Honey\\_Badger's solution](#)

**257.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Honey\\_Badger's solution](#)

**258.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**259.**

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Honey\\_Badger's solution](#)

**260.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Honey\\_Badger's solution](#)

**261.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**262.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,512 global accepts · Rating: 1000 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Honey\\_Badger's solution](#)

**263.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Honey\\_Badger's solution](#)

**264.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Honey\\_Badger's solution](#)

**265.**

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**266.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Honey\\_Badger's solution](#)

**267.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Honey\\_Badger's solution](#)

**268.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Honey\\_Badger's solution](#)

**269.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · MS C++ 2017 (first AC) · Tags: geometry, math

[Honey\\_Badger's solution](#)

**270.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Honey\\_Badger's solution](#)

**271.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · PyPy 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**272.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · PyPy 3 (first AC) · Tags: geometry, math

[Honey\\_Badger's solution](#)

**273.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · PyPy 3 (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**274.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · Python 3 (first AC) · Tags: binary search, brute force, math

[Honey\\_Badger's solution](#)

**275.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · Python 3 (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**276.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-07-06 · PyPy 3 (first AC) · Tags: implementation, sortings, strings

[Honey\\_Badger's solution](#)

**277.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2019-07-04 · PyPy 3 (first AC) · Tags: brute force, number theory

[Honey\\_Badger's solution](#)

**278.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-07-04 · PyPy 3 (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**279.**

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-28 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[Honey\\_Badger's solution](#)

**280.**

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2019-06-20 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[Honey\\_Badger's solution](#)

**281.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · Python 3 (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**282.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-11 · Python 3 (first AC) · Tags: dp, math

[Honey\\_Badger's solution](#)

**283.**

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2019-06-10 · Python 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**284.**

1144C

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

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-06-09 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings

[Honey\\_Badger's solution](#)

**285.**

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Honey\\_Badger's solution](#)

**286.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Honey\\_Badger's solution](#)

**287.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Honey\\_Badger's solution](#)

**288.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Honey\\_Badger's solution](#)

**289.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[Honey\\_Badger's solution](#)

**290.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**291.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Honey\\_Badger's solution](#)

**292.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Honey\\_Badger's solution](#)

**293.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**294.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**295.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Honey\\_Badger's solution](#)

**296.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,807 global accepts · Rating: 1100 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Honey\\_Badger's solution](#)

**297.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Honey\\_Badger's solution](#)

**298.**

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

[Honey\\_Badger's solution](#)

**299.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**300.**

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Honey\\_Badger's solution](#)

**301.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Honey\\_Badger's solution](#)

**302.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Honey\\_Badger's solution](#)

**303.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1100 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Honey\\_Badger's solution](#)

**304.**

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Honey\\_Badger's solution](#)

**305.**

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Honey\\_Badger's solution](#)

**306.**

1511C

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

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

[Honey\\_Badger's solution](#)

**307.**

1511B

[GCD Length](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**308.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**309.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Honey\\_Badger's solution](#)

**310.**

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Honey\\_Badger's solution](#)

**311.**

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

[Honey\\_Badger's solution](#)

**312.**

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**313.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[Honey\\_Badger's solution](#)

**314.**

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[Honey\\_Badger's solution](#)

**315.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math  
[Honey\\_Badger's solution](#)

**316.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[Honey\\_Badger's solution](#)

**317.**

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[Honey\\_Badger's solution](#)

**318.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings  
[Honey\\_Badger's solution](#)

**319.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[Honey\\_Badger's solution](#)

**320.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math  
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**321.**

1407A

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Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**322.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**323.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Honey\\_Badger's solution](#)

**324.**

1360C

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Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Honey\\_Badger's solution](#)

**325.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Honey\\_Badger's solution](#)

**326.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

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**327.**

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**328.**

1288A

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Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Honey\\_Badger's solution](#)

**329.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Honey\\_Badger's solution](#)

**330.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**331.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**332.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Honey\\_Badger's solution](#)

**333.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**334.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Honey\\_Badger's solution](#)

**335.**

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Honey\\_Badger's solution](#)

**336.**

1121A

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Quality: 7,466 global accepts · Rating: 1100 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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**337.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Honey\\_Badger's solution](#)

**338.**

1293A

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

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

[Honey\\_Badger's solution](#)

**339.**

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**340.**

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2019-10-18 · PyPy 3 (first AC) · Tags: geometry

[Honey\\_Badger's solution](#)

**341.**

1213B

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Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Honey\\_Badger's solution](#)

**342.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[Honey\\_Badger's solution](#)

**343.**

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2019-06-27 · Python 3 (first AC) · Tags: geometry, implementation

[Honey\\_Badger's solution](#)

**344.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2019-06-27 · Python 3 (first AC) · Tags: geometry, implementation, math

[Honey\\_Badger's solution](#)

**345.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2019-06-16 · Python 3 (first AC) · Tags: binary search, implementation

[Honey\\_Badger's solution](#)

**346.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,003 global accepts · Rating: 1100 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[Honey\\_Badger's solution](#)

**347.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-13 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[Honey\\_Badger's solution](#)

**348.**

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**349.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,072 global accepts · Rating: 1100 · first AC: 2019-06-12 · Python 3 (first AC) · Tags: brute force, dp

[Honey\\_Badger's solution](#)

**350.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Honey\\_Badger's solution](#)

**351.**

368B

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

Quality: 49,899 global accepts · Rating: 1100 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Honey\\_Badger's solution](#)

**352.**

706B

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

Quality: 84,445 global accepts · Rating: 1100 · first AC: 2019-06-10 · Python 3 (first AC) · Tags: binary search, dp, implementation

[Honey\\_Badger's solution](#)

**353.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · Python 3 (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**354.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-06-08 · Python 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**355.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Honey\\_Badger's solution](#)

**356.**

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[Honey\\_Badger's solution](#)

**357.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy  
[Honey\\_Badger's solution](#)

**358.**

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Honey\\_Badger's solution](#)

**359.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[Honey\\_Badger's solution](#)

**360.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[Honey\\_Badger's solution](#)

**361.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[Honey\\_Badger's solution](#)

**362.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[Honey\\_Badger's solution](#)

**363.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[Honey\\_Badger's solution](#)

**364.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[Honey\\_Badger's solution](#)

**365.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-06-12 · last AC: 2022-10-23 · Python 3 (first AC) · Tags: bitmasks, brute force, dp  
[Honey\\_Badger's solution](#)

**366.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[Honey\\_Badger's solution](#)

**367.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**368.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Honey\\_Badger's solution](#)

**369.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**370.**

1679B

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

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Honey\\_Badger's solution](#)

**371.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**372.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**373.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Honey\\_Badger's solution](#)

**374.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Honey\\_Badger's solution](#)

**375.**

1586B

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

Rating: 1200 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Honey\\_Badger's solution](#)

**376.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees

[Honey\\_Badger's solution](#)

**377.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**378.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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**379.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Honey\\_Badger's solution](#)

**380.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Honey\\_Badger's solution](#)

**381.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Honey\\_Badger's solution](#)

**382.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Honey\\_Badger's solution](#)

**383.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**384.**

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Honey\\_Badger's solution](#)

**385.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**386.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · last AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**387.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,480 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[Honey\\_Badger's solution](#)

**388.**

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, number theory

[Honey\\_Badger's solution](#)

**389.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Honey\\_Badger's solution](#)

**390.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[Honey\\_Badger's solution](#)

**391.**

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, implementation

[Honey\\_Badger's solution](#)

**392.**

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**393.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**394.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[Honey\\_Badger's solution](#)

**395.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Honey\\_Badger's solution](#)

**396.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Honey\\_Badger's solution](#)

**397.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**398.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Honey\\_Badger's solution](#)

**399.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Honey\\_Badger's solution](#)

**400.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Honey\\_Badger's solution](#)

**401.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,766 global accepts · Rating: 1200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Honey\\_Badger's solution](#)

**402.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**403.**

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Honey\\_Badger's solution](#)

**404.**

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Honey\\_Badger's solution](#)

**405.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Honey\\_Badger's solution](#)

**406.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**407.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Honey\\_Badger's solution](#)

**408.**

1305B

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

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

[Honey\\_Badger's solution](#)

**409.**

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Honey\\_Badger's solution](#)

**410.**

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Honey\\_Badger's solution](#)

**411.**

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**412.**

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Honey\\_Badger's solution](#)

**413.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**414.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**415.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**416.**

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · PyPy 3 (first AC) · Tags: brute force, implementation

[Honey\\_Badger's solution](#)

**417.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-07-06 · PyPy 3 (first AC) · Tags: games, greedy, implementation

[Honey\\_Badger's solution](#)

**418.**

1174B

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

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-28 · PyPy 3 (first AC) · Tags: sortings

[Honey\\_Badger's solution](#)

**419.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2019-06-20 · PyPy 3 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Honey\\_Badger's solution](#)

**420.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2019-06-20 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[Honey\\_Badger's solution](#)

**421.**

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-06-20 · PyPy 3 (first AC) · Tags: dp, greedy, math

[Honey\\_Badger's solution](#)

**422.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2019-06-20 · Python 3 (first AC) · Tags: greedy, implementation, strings

[Honey\\_Badger's solution](#)

**423.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**424.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**425.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,540 global accepts · Rating: 1200 · first AC: 2019-06-17 · PyPy 3 (first AC) · Tags: binary search, implementation

[Honey\\_Badger's solution](#)

**426.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-06-16 · Python 3 (first AC) · Tags: binary search, greedy, sortings

[Honey\\_Badger's solution](#)

**427.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,187 global accepts · Rating: 1200 · first AC: 2019-06-15 · last AC: 2019-06-15 · Python 3 (first AC) · Tags: binary search, implementation, math, sortings

[Honey\\_Badger's solution](#)

**428.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-06-15 · Python 3 (first AC) · Tags: brute force, math, number theory

[Honey\\_Badger's solution](#)

**429.**

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Honey\\_Badger's solution](#)

**430.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,344 global accepts · Rating: 1200 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Honey\\_Badger's solution](#)

**431.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2019-06-13 · Python 3 (first AC) · Tags: bitmasks, brute force, dp, implementation

[Honey\\_Badger's solution](#)

**432.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2019-06-12 · Python 3 (first AC) · Tags: dp, greedy, math

[Honey\\_Badger's solution](#)

**433.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,862 global accepts · Rating: 1200 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Honey\\_Badger's solution](#)

**434.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,904 global accepts · Rating: 1200 · first AC: 2019-06-12 · Python 3 (first AC) · Tags: brute force, dp, implementation

[Honey\\_Badger's solution](#)

**435.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,401 global accepts · Rating: 1300 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[Honey\\_Badger's solution](#)

**436.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Honey\\_Badger's solution](#)

**437.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Honey\\_Badger's solution](#)

**438.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Honey\\_Badger's solution](#)

**439.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Honey\\_Badger's solution](#)

**440.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,175 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Honey\\_Badger's solution](#)

**441.**

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Honey\\_Badger's solution](#)

**442.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, sortings

[Honey\\_Badger's solution](#)

**443.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Honey\\_Badger's solution](#)

**444.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Honey\\_Badger's solution](#)

**445.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**446.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[Honey\\_Badger's solution](#)

**447.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Honey\\_Badger's solution](#)

**448.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Honey\\_Badger's solution](#)

**449.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Honey\\_Badger's solution](#)

**450.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy  
[Honey\\_Badger's solution](#)

**451.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings  
[Honey\\_Badger's solution](#)

**452.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[Honey\\_Badger's solution](#)

**453.**

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar  
[Honey\\_Badger's solution](#)

**454.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[Honey\\_Badger's solution](#)

**455.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[Honey\\_Badger's solution](#)

**456.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths  
[Honey\\_Badger's solution](#)

**457.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[Honey\\_Badger's solution](#)

**458.**

1615B

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

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[Honey\\_Badger's solution](#)

**459.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[Honey\\_Badger's solution](#)

**460.**

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Honey\\_Badger's solution](#)

**461.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**462.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Honey\\_Badger's solution](#)

**463.**

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[Honey\\_Badger's solution](#)

**464.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Honey\\_Badger's solution](#)

**465.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Honey\\_Badger's solution](#)

**466.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Honey\\_Badger's solution](#)

**467.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Honey\\_Badger's solution](#)

**468.**

1476B

[Inflation](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**469.**

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Honey\\_Badger's solution](#)

**470.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Honey\\_Badger's solution](#)

**471.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**472.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Honey\\_Badger's solution](#)

**473.**

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**474.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Honey\\_Badger's solution](#)

**475.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Honey\\_Badger's solution](#)

**476.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Honey\\_Badger's solution](#)

**477.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Honey\\_Badger's solution](#)

**478.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Honey\\_Badger's solution](#)

**479.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[Honey\\_Badger's solution](#)

**480.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Honey\\_Badger's solution](#)

**481.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Honey\\_Badger's solution](#)

**482.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Honey\\_Badger's solution](#)

**483.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**484.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,828 global accepts · Rating: 1300 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Honey\\_Badger's solution](#)

**485.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**486.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**487.**

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Honey\\_Badger's solution](#)

**488.**

1326C

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

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

[Honey\\_Badger's solution](#)

**489.**

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Honey\\_Badger's solution](#)

**490.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Honey\\_Badger's solution](#)

**491.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation,

math, two pointers

[Honey\\_Badger's solution](#)

**492.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Honey\\_Badger's solution](#)

**493.**

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Honey\\_Badger's solution](#)

**494.**

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Honey\\_Badger's solution](#)

**495.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[Honey\\_Badger's solution](#)

**496.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Honey\\_Badger's solution](#)

**497.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-13 · PyPy 3 (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**498.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[Honey\\_Badger's solution](#)

**499.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Honey\\_Badger's solution](#)

**500.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · PyPy 3 (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**501.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · PyPy 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**502.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-07-06 · PyPy 3 (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)

**503.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[Honey\\_Badger's solution](#)

**504.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-06-29 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Honey\\_Badger's solution](#)

**505.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-28 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[Honey\\_Badger's solution](#)

**506.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-06-27 · PyPy 3 (first AC) · Tags: combinatorics, math, strings

[Honey\\_Badger's solution](#)

**507.**

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2019-06-26 · PyPy 3 (first AC) · Tags: greedy, two pointers

[Honey\\_Badger's solution](#)

**508.**

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2019-06-26 · PyPy 3 (first AC) · Tags: brute force, dp, implementation

[Honey\\_Badger's solution](#)

**509.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2019-06-17 · last AC: 2019-06-23 · PyPy 3 (first AC) · Tags: binary search, combinatorics, two pointers

[Honey\\_Badger's solution](#)

**510.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2019-06-20 · PyPy 3 (first AC) · Tags: dp, greedy, strings

[Honey\\_Badger's solution](#)

**511.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-06-20 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, sortings

[Honey\\_Badger's solution](#)

**512.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2019-06-17 · last AC: 2019-06-17 · PyPy 3 (first AC) · Tags: binary search, math

[Honey\\_Badger's solution](#)

**513.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2019-06-14 · last AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Honey\\_Badger's solution](#)

## 514.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2019-06-15 · last AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[Honey\\_Badger's solution](#)

## 515.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,947 global accepts · Rating: 1300 · first AC: 2019-06-13 · Python 3 (first AC) · Tags: dp, implementation

[Honey\\_Badger's solution](#)

## 516.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Honey\\_Badger's solution](#)

## 517.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2019-06-12 · Python 3 (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

## 518.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,022 global accepts · Rating: 1300 · first AC: 2019-06-12 · Python 3 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Honey\\_Badger's solution](#)

## 519.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2019-06-12 · Python 3 (first AC) · Tags: brute force, dp

[Honey\\_Badger's solution](#)

## 520.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · Python 3 (first AC) · Tags: dfs and similar, implementation, strings

[Honey\\_Badger's solution](#)

## 521.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Honey\\_Badger's solution](#)

## 522.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Honey\\_Badger's solution](#)

## 523.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,056 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Honey\\_Badger's solution](#)

**524.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Honey\\_Badger's solution](#)

**525.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Honey\\_Badger's solution](#)

**526.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Honey\\_Badger's solution](#)

**527.**

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

**528.**

1887A1

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

Rating: 1400 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Honey\\_Badger's solution](#)

**529.**

1854A1

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

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

[Honey\\_Badger's solution](#)

**530.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Honey\\_Badger's solution](#)

**531.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**532.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Honey\\_Badger's solution](#)

**533.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Honey\\_Badger's solution](#)

**534.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings  
[Honey\\_Badger's solution](#)

**535.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy  
[Honey\\_Badger's solution](#)

**536.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Honey\\_Badger's solution](#)

**537.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[Honey\\_Badger's solution](#)

**538.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[Honey\\_Badger's solution](#)

**539.**

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings  
[Honey\\_Badger's solution](#)

**540.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[Honey\\_Badger's solution](#)

**541.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings  
[Honey\\_Badger's solution](#)

**542.**

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[Honey\\_Badger's solution](#)

**543.**

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers  
[Honey\\_Badger's solution](#)

**544.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Honey\\_Badger's solution](#)

**545.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Honey\\_Badger's solution](#)

**546.**

1559D1

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

Quality: 16,029 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Honey\\_Badger's solution](#)

**547.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Honey\\_Badger's solution](#)

**548.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees

[Honey\\_Badger's solution](#)

**549.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · last AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Honey\\_Badger's solution](#)

**550.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**551.**

1515C

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

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

[Honey\\_Badger's solution](#)

**552.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Honey\\_Badger's solution](#)

**553.**

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**554.**

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, matrices

[Honey\\_Badger's solution](#)

**555.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Honey\\_Badger's solution](#)

**556.**

1494B

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

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

[Honey\\_Badger's solution](#)

**557.**

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Honey\\_Badger's solution](#)

**558.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Honey\\_Badger's solution](#)

**559.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Honey\\_Badger's solution](#)

**560.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**561.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Honey\\_Badger's solution](#)

**562.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory

[Honey\\_Badger's solution](#)

**563.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,982 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Honey\\_Badger's solution](#)

**564.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Honey\\_Badger's solution](#)

**565.**

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Honey\\_Badger's solution](#)

**566.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Honey\\_Badger's solution](#)

**567.**

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Honey\\_Badger's solution](#)

**568.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**569.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Honey\\_Badger's solution](#)

**570.**

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Honey\\_Badger's solution](#)

**571.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Honey\\_Badger's solution](#)

**572.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Honey\\_Badger's solution](#)

**573.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Honey\\_Badger's solution](#)

**574.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**575.**

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**576.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Honey\\_Badger's solution](#)

**577.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Honey\\_Badger's solution](#)

**578.**

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Honey\\_Badger's solution](#)

**579.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Honey\\_Badger's solution](#)

**580.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2019-07-26 · Python 3 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[Honey\\_Badger's solution](#)

**581.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · PyPy 3 (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**582.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · Python 3 (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**583.**

1191C

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

Rating: 1400 · first AC: 2019-07-12 · PyPy 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**584.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Honey\\_Badger's solution](#)

**585.**

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Honey\\_Badger's solution](#)

**586.**

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Honey\\_Badger's solution](#)

**587.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2019-06-27 · PyPy 3 (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**588.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2019-06-27 · PyPy 3 (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**589.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**590.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-26 · PyPy 3 (first AC) · Tags: binary search, math

[Honey\\_Badger's solution](#)

**591.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Honey\\_Badger's solution](#)

**592.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2019-06-14 · Python 3 (first AC) · Tags: dp, implementation, two pointers

[Honey\\_Badger's solution](#)

**593.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Honey\\_Badger's solution](#)

**594.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**595.**

489C

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

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2019-06-11 · Python 3 (first AC) · Tags: dp, greedy, implementation

[Honey\\_Badger's solution](#)

**596.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-06-09 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[Honey\\_Badger's solution](#)

**597.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Honey\\_Badger's solution](#)

**598.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Honey\\_Badger's solution](#)

**599.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**600.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Honey\\_Badger's solution](#)

**601.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Honey\\_Badger's solution](#)

**602.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**603.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Honey\\_Badger's solution](#)

**604.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Honey\\_Badger's solution](#)

**605.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**606.**

1744E1

[Divisible Numbers \(easy version\) · Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Honey\\_Badger's solution](#)

**607.**

1739C

[Card Game · Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Honey\\_Badger's solution](#)

**608.**

1659C

[Line Empire · Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Honey\\_Badger's solution](#)

**609.**

1621B

[Integers Shop · Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Honey\\_Badger's solution](#)

**610.**

1616C

[Representative Edges · Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Honey\\_Badger's solution](#)

**611.**

1158A

[The Party and Sweets · Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Honey\\_Badger's solution](#)

**612.**

1551C

[Interesting Story · Tutorial](#)

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[Honey\\_Badger's solution](#)

**613.**

1614C

[Divan and bitwise operations · Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Honey\\_Badger's solution](#)

**614.**

1575J

[Jeopardy of Dropped Balls · Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[Honey\\_Badger's solution](#)

**615.**

1569C

[Jury Meeting · Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Honey\\_Badger's solution](#)

**616.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Honey\\_Badger's solution](#)

**617.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Honey\\_Badger's solution](#)

**618.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Honey\\_Badger's solution](#)

**619.**

1515D

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

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

[Honey\\_Badger's solution](#)

**620.**

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**621.**

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Honey\\_Badger's solution](#)

**622.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,033 global accepts · Rating: 1500 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Honey\\_Badger's solution](#)

**623.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[Honey\\_Badger's solution](#)

**624.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Honey\\_Badger's solution](#)

**625.**

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Honey\\_Badger's solution](#)

**626.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[Honey\\_Badger's solution](#)

**627.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Honey\\_Badger's solution](#)

**628.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Honey\\_Badger's solution](#)

**629.**

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Honey\\_Badger's solution](#)

**630.**

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Honey\\_Badger's solution](#)

**631.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Honey\\_Badger's solution](#)

**632.**

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Honey\\_Badger's solution](#)

**633.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Honey\\_Badger's solution](#)

**634.**

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Honey\\_Badger's solution](#)

**635.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**636.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Honey\\_Badger's solution](#)

**637.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Honey\\_Badger's solution](#)

**638.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**639.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Honey\\_Badger's solution](#)

**640.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Honey\\_Badger's solution](#)

**641.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Honey\\_Badger's solution](#)

**642.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**643.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Honey\\_Badger's solution](#)

**644.**

1326D1

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

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

[Honey\\_Badger's solution](#)

**645.**

1313C1

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

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

[Honey\\_Badger's solution](#)

**646.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Honey\\_Badger's solution](#)

**647.**

1307C

[Cow and Message](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**648.**

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Honey\\_Badger's solution](#)

**649.**

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**650.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Honey\\_Badger's solution](#)

**651.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**652.**

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**653.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Honey\\_Badger's solution](#)

**654.**

1249C2

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

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Honey\\_Badger's solution](#)

**655.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Honey\\_Badger's solution](#)

**656.**

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**657.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · PyPy 3 (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**658.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Honey\\_Badger's solution](#)

**659.**

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · Python 3 (first AC) · Tags: combinatorics, math, number theory

[Honey\\_Badger's solution](#)

**660.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers

[Honey\\_Badger's solution](#)

**661.**

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2019-07-05 · PyPy 3 (first AC) · Tags: data structures, dp, implementation

[Honey\\_Badger's solution](#)

**662.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2019-07-05 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[Honey\\_Badger's solution](#)

**663.**

1084C

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

Quality: 11,661 global accepts · Rating: 1500 · first AC: 2019-07-04 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation

[Honey\\_Badger's solution](#)

**664.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Honey\\_Badger's solution](#)

**665.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2019-07-02 · PyPy 3 (first AC) · Tags: dp, implementation

[Honey\\_Badger's solution](#)

**666.**

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2019-07-02 · PyPy 3 (first AC) · Tags: dp, implementation, math

[Honey\\_Badger's solution](#)

**667.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-07-02 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[Honey\\_Badger's solution](#)

**668.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Honey\\_Badger's solution](#)

**669.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2019-06-27 · PyPy 3 (first AC) · Tags: dp, games

[Honey\\_Badger's solution](#)

**670.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-22 · Python 3 (first AC) · Tags: greedy, implementation

[Honey\\_Badger's solution](#)

**671.**

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2019-06-20 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, math

[Honey\\_Badger's solution](#)

**672.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · Python 3 (first AC) · Tags: greedy, implementation, strings

[Honey\\_Badger's solution](#)

**673.**

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Honey\\_Badger's solution](#)

**674.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Honey\\_Badger's solution](#)

**675.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers

[Honey\\_Badger's solution](#)

**676.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · last AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Honey\\_Badger's solution](#)

**677.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Honey\\_Badger's solution](#)

**678.**

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees

[Honey\\_Badger's solution](#)

**679.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · last AC: 2024-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Honey\\_Badger's solution](#)

**680.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Honey\\_Badger's solution](#)

**681.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[Honey\\_Badger's solution](#)

**682.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Honey\\_Badger's solution](#)

**683.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Honey\\_Badger's solution](#)

**684.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Honey\\_Badger's solution](#)

**685.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Honey\\_Badger's solution](#)

**686.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, sortings

[Honey\\_Badger's solution](#)

**687.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[Honey\\_Badger's solution](#)

**688.**

1511D

[Min Cost String](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**689.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Honey\\_Badger's solution](#)

**690.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Honey\\_Badger's solution](#)

**691.**

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Honey\\_Badger's solution](#)

**692.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Honey\\_Badger's solution](#)

**693.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Honey\\_Badger's solution](#)

**694.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[Honey\\_Badger's solution](#)

**695.**

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

**696.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)

**697.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Honey\\_Badger's solution](#)

**698.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Honey\\_Badger's solution](#)

**699.**

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Honey\\_Badger's solution](#)

**700.**

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Honey\\_Badger's solution](#)

**701.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: trees

[Honey\\_Badger's solution](#)

**702.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Honey\\_Badger's solution](#)

**703.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Honey\\_Badger's solution](#)

**704.**

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Honey\\_Badger's solution](#)

**705.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[Honey\\_Badger's solution](#)

**706.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Honey\\_Badger's solution](#)

**707.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Honey\\_Badger's solution](#)

**708.**

1481C

[Fence Painting](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**709.**

1476C

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

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

[Honey\\_Badger's solution](#)

**710.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Honey\\_Badger's solution](#)

**711.**

1424J

[Lonely Numbers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**712.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 1600 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Honey\\_Badger's solution](#)

**713.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Honey\\_Badger's solution](#)

**714.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Honey\\_Badger's solution](#)

**715.**

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Honey\\_Badger's solution](#)

**716.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Honey\\_Badger's solution](#)

**717.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**718.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Honey\\_Badger's solution](#)

**719.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**720.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)

**721.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Honey\\_Badger's solution](#)

**722.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Honey\\_Badger's solution](#)

**723.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)

**724.**

1336A

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

Quality: 24,666 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Honey\\_Badger's solution](#)

**725.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-04-13 · MS C++ 2017 (first AC) · Tags: dp, greedy, strings

[Honey\\_Badger's solution](#)

**726.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**727.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Honey\\_Badger's solution](#)

**728.**

1305C

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

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

[Honey\\_Badger's solution](#)

**729.**

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Honey\\_Badger's solution](#)

**730.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Honey\\_Badger's solution](#)

**731.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**732.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Honey\\_Badger's solution](#)

**733.**

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Honey\\_Badger's solution](#)

**734.**

1227D1

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

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Honey\\_Badger's solution](#)

**735.**

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Honey\\_Badger's solution](#)

**736.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Honey\\_Badger's solution](#)

**737.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**738.**

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Honey\\_Badger's solution](#)

**739.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Honey\\_Badger's solution](#)

**740.**

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Honey\\_Badger's solution](#)

**741.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Honey\\_Badger's solution](#)

**742.**

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Honey\\_Badger's solution](#)

**743.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Honey\\_Badger's solution](#)

**744.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[Honey\\_Badger's solution](#)

**745.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2019-06-27 · PyPy 3 (first AC) · Tags: dp, strings

[Honey\\_Badger's solution](#)

**746.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Honey\\_Badger's solution](#)

**747.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Honey\\_Badger's solution](#)

**748.**

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Honey\\_Badger's solution](#)

**749.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**750.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Honey\\_Badger's solution](#)

**751.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,307 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[Honey\\_Badger's solution](#)

**752.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)

**753.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**754.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Honey\\_Badger's solution](#)

**755.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Honey\\_Badger's solution](#)

**756.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2019-07-26 · last AC: 2023-09-23 · PyPy 3 (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Honey\\_Badger's solution](#)

**757.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Honey\\_Badger's solution](#)

**758.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Honey\\_Badger's solution](#)

**759.**

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Honey\\_Badger's solution](#)

**760.**

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

[Honey\\_Badger's solution](#)

**761.**

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

[Honey\\_Badger's solution](#)

**762.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Honey\\_Badger's solution](#)

**763.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Honey\\_Badger's solution](#)

**764.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Honey\\_Badger's solution](#)

**765.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[Honey\\_Badger's solution](#)

**766.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[Honey\\_Badger's solution](#)

**767.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[Honey\\_Badger's solution](#)

**768.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Honey\\_Badger's solution](#)

**769.**

1586C

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

Rating: 1700 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Honey\\_Badger's solution](#)

**770.**

1578H

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

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

[Honey\\_Badger's solution](#)

**771.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Honey\\_Badger's solution](#)

**772.**

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Honey\\_Badger's solution](#)

**773.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Honey\\_Badger's solution](#)

**774.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Honey\\_Badger's solution](#)

**775.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Honey\\_Badger's solution](#)

**776.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[Honey\\_Badger's solution](#)

**777.**

1491C

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

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

[Honey\\_Badger's solution](#)

**778.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Honey\\_Badger's solution](#)

**779.**

1476D

[Journey](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**780.**

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Honey\\_Badger's solution](#)

**781.**

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Honey\\_Badger's solution](#)

**782.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Honey\\_Badger's solution](#)

**783.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Honey\\_Badger's solution](#)

**784.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,657 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[Honey\\_Badger's solution](#)

**785.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Honey\\_Badger's solution](#)

**786.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Honey\\_Badger's solution](#)

**787.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Honey\\_Badger's solution](#)

**788.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Honey\\_Badger's solution](#)

**789.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Honey\\_Badger's solution](#)

**790.**

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Honey\\_Badger's solution](#)

**791.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Honey\\_Badger's solution](#)

**792.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Honey\\_Badger's solution](#)

**793.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Honey\\_Badger's solution](#)

**794.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-04-13 · MS C++ 2017 (first AC) · Tags: math, strings

[Honey\\_Badger's solution](#)

**795.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Honey\\_Badger's solution](#)

**796.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Honey\\_Badger's solution](#)

**797.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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**798.**

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Honey\\_Badger's solution](#)

**799.**

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Honey\\_Badger's solution](#)

**800.**

1313B

[Different Rules](#) · [Tutorial](#)

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

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**801.**

1301C

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

[Honey\\_Badger's solution](#)

**802.**

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Honey\\_Badger's solution](#)

**803.**

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**804.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

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**805.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

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**806.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**807.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Honey\\_Badger's solution](#)

**808.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Honey\\_Badger's solution](#)

**809.**

1217C

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Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

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**810.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-16 · last AC: 2019-07-16 · Python 3 (first AC) · Tags: games, math

[Honey\\_Badger's solution](#)

**811.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Honey\\_Badger's solution](#)

**812.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**813.**

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Honey\\_Badger's solution](#)

**814.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**815.**

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Honey\\_Badger's solution](#)

**816.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Honey\\_Badger's solution](#)

**817.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings, trees

[Honey\\_Badger's solution](#)

**818.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Honey\\_Badger's solution](#)

**819.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Honey\\_Badger's solution](#)

**820.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Honey\\_Badger's solution](#)

**821.**

1267J

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[Honey\\_Badger's solution](#)

**822.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Honey\\_Badger's solution](#)

**823.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Honey\\_Badger's solution](#)

**824.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Honey\\_Badger's solution](#)

**825.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Honey\\_Badger's solution](#)

**826.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Honey\\_Badger's solution](#)

**827.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Honey\\_Badger's solution](#)

**828.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Honey\\_Badger's solution](#)

**829.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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**830.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

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**831.**

623A

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Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

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**832.**

201B

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Quality: 1,392 global accepts · Rating: 1800 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: math, ternary search

[Honey\\_Badger's solution](#)

**833.**

1586D

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Rating: 1800 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Honey\\_Badger's solution](#)

**834.**

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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**835.**

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

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**836.**

1442A

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Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

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**837.**

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Honey\\_Badger's solution](#)

**838.**

1575D

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**839.**

1572A

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Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Honey\\_Badger's solution](#)

**840.**

1556D

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Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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**841.**

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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**842.**

1067B

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Quality: 2,860 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Honey\\_Badger's solution](#)

**843.**

1560E

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Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

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**844.**

914C

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Quality: 4,209 global accepts · Rating: 1800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

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**845.**

831D

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Rating: 1800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy

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**846.**

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Honey\\_Badger's solution](#)

**847.**

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

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**848.**

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

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**849.**

351A

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Quality: 3,097 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[Honey\\_Badger's solution](#)

**850.**

1534D

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**851.**

1016C

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**852.**

459D

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Quality: 12,807 global accepts · Rating: 1800 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Honey\\_Badger's solution](#)

**853.**

1491D

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

[Honey\\_Badger's solution](#)

**854.**

1462F

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Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

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**855.**

1090D

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Quality: 2,364 global accepts · Rating: 1800 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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**856.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

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**857.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Honey\\_Badger's solution](#)

**858.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Honey\\_Badger's solution](#)

**859.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**860.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)

**861.**

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-29 · last AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[Honey\\_Badger's solution](#)

**862.**

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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**863.**

1082D

[Maximum Diameter Graph · Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Honey\\_Badger's solution](#)

**864.**

1355C

[Count Triangles · Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Honey\\_Badger's solution](#)

**865.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Honey\\_Badger's solution](#)

**866.**

1338B

[Edge Weight Assignment · Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Honey\\_Badger's solution](#)

**867.**

1334D

[Minimum Euler Cycle · Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Honey\\_Badger's solution](#)

**868.**

1327E

[Count The Blocks · Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Honey\\_Badger's solution](#)

**869.**

1324F

[Maximum White Subtree · Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Honey\\_Badger's solution](#)

**870.**

1304D

[Shortest and Longest LIS · Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Honey\\_Badger's solution](#)

**871.**

1300D

[Aerodynamic · Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Honey\\_Badger's solution](#)

**872.**

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Honey\\_Badger's solution](#)

**873.**

1227D2

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

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Honey\\_Badger's solution](#)

**874.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Honey\\_Badger's solution](#)

**875.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Honey\\_Badger's solution](#)

**876.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · PyPy 3 (first AC) · Tags: combinatorics, math, number theory

[Honey\\_Badger's solution](#)

**877.**

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · PyPy 3 (first AC) · Tags: games

[Honey\\_Badger's solution](#)

**878.**

1191D

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

Rating: 1800 · first AC: 2019-07-12 · PyPy 3 (first AC) · Tags: games, greedy

[Honey\\_Badger's solution](#)

**879.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Honey\\_Badger's solution](#)

**880.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-06-29 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[Honey\\_Badger's solution](#)

**881.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Honey\\_Badger's solution](#)

**882.**

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Honey\\_Badger's solution](#)

**883.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Honey\\_Badger's solution](#)

**884.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Honey\\_Badger's solution](#)

**885.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Honey\\_Badger's solution](#)

**886.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[Honey\\_Badger's solution](#)

**887.**

1887A.2

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

Rating: 1900 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

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**888.**

1854A.2

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**889.**

1842D

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**890.**

1704D

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**891.**

1774E

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**892.**

1744E.2

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**893.**

1739D

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**894.**

1659D

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**895.**

1717D

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**896.**

1718A2

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**897.**

1677C

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1661D

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**899.**

1679D

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1656D

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**901.**

1601B

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**902.**

1067A

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**903.**

1560F1

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**904.**

914D

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1060D

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**906.**

981D

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**908.**

285D

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57C

[Array · Tutorial](#)

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**910.**

232B

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**911.**

353B

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**912.**

9D

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**913.**

1172B

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**914.**

294C

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**915.**

500D

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**916.**

1181C

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**917.**

568B

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**918.**

1000D

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**919.**

1276B

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**920.**

711D

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**921.**

552D

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**922.**

479E

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**923.**

1371E1

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**924.**

1444B

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**925.**

1270D

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**927.**

1036C

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1400D

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**930.**

1029D

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**932.**

1490G

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**933.**

1495B

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**936.**

1494C

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**937.**

1479B1

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**938.**

1428D

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**939.**

1470B

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**940.**

1090B

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**942.**

1421D

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**943.**

1424B

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**944.**

1063C

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**945.**

1064E

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**946.**

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**947.**

343C

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1361B

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**949.**

1353E

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1365E

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**951.**

1260D

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**952.**

1348D

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**953.**

1358D

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926E

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505C

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## 961.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

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1120A

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## 963.

1313C2

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

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**964.**

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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**965.**

1265D

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

Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**966.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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**967.**

1243D

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Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[Honey\\_Badger's solution](#)

**968.**

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-07-26 · MS C++ 2017 (first AC) · Tags: geometry

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**969.**

613A

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**970.**

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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**971.**

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, trees

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**972.**

997B

[Roman Digits](#) · [Tutorial](#)

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**973.**

1951D

[Buying Jewels](#) · [Tutorial](#)

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**974.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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**975.**

1827B1

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**976.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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**977.**

1830B

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**978.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Honey\\_Badger's solution](#)

**979.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Honey\\_Badger's solution](#)

**980.**

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

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**981.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Honey\\_Badger's solution](#)

**982.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Honey\\_Badger's solution](#)

**983.**

843B

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, probabilities

[Honey\\_Badger's solution](#)

**984.**

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**985.**

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Honey\\_Badger's solution](#)

**986.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[Honey\\_Badger's solution](#)

**987.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Honey\\_Badger's solution](#)

**988.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Honey\\_Badger's solution](#)

**989.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Honey\\_Badger's solution](#)

**990.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Honey\\_Badger's solution](#)

**991.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Honey\\_Badger's solution](#)

**992.**

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Honey\\_Badger's solution](#)

**993.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Honey\\_Badger's solution](#)

**994.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Honey\\_Badger's solution](#)

**995.**

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, sortings

[Honey\\_Badger's solution](#)

**996.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Honey\\_Badger's solution](#)

**997.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Honey\\_Badger's solution](#)

**998.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Honey\\_Badger's solution](#)

**999.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1000.**

1090K

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

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[Honey\\_Badger's solution](#)

**1001.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Honey\\_Badger's solution](#)

**1002.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Honey\\_Badger's solution](#)

**1003.**

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**1004.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Honey\\_Badger's solution](#)

### 1005.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-29 · last AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

### 1006.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[Honey\\_Badger's solution](#)

### 1007.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Honey\\_Badger's solution](#)

### 1008.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Honey\\_Badger's solution](#)

### 1009.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[Honey\\_Badger's solution](#)

### 1010.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-20 · last AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Honey\\_Badger's solution](#)

### 1011.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Honey\\_Badger's solution](#)

### 1012.

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[Honey\\_Badger's solution](#)

### 1013.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Honey\\_Badger's solution](#)

### 1014.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

### 1015.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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### 1016.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Honey\\_Badger's solution](#)

### 1017.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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### 1018.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Honey\\_Badger's solution](#)

### 1019.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

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### 1020.

1354C2

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Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[Honey\\_Badger's solution](#)

### 1021.

1288D

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Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Honey\\_Badger's solution](#)

### 1022.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Honey\\_Badger's solution](#)

### 1023.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

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### 1024.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**1025.**

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Honey\\_Badger's solution](#)

**1026.**

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[Honey\\_Badger's solution](#)

**1027.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**1028.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Honey\\_Badger's solution](#)

**1029.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-20 · last AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Honey\\_Badger's solution](#)

**1030.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Honey\\_Badger's solution](#)

**1031.**

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · MS C++ 2017 (first AC) · Tags: brute force, dp, greedy, implementation

[Honey\\_Badger's solution](#)

**1032.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Honey\\_Badger's solution](#)

**1033.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Honey\\_Badger's solution](#)

**1034.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Honey\\_Badger's solution](#)

**1035.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Honey\\_Badger's solution](#)

**1036.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

**1037.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[Honey\\_Badger's solution](#)

**1038.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Honey\\_Badger's solution](#)

**1039.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Honey\\_Badger's solution](#)

**1040.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Honey\\_Badger's solution](#)

**1041.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

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**1042.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Honey\\_Badger's solution](#)

**1043.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, meet-in-the-middle

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**1044.**

1028D

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Quality: 1,822 global accepts · Rating: 2100 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy

[Honey\\_Badger's solution](#)

**1045.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[Honey\\_Badger's solution](#)

**1046.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Honey\\_Badger's solution](#)

**1047.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Honey\\_Badger's solution](#)

**1048.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Honey\\_Badger's solution](#)

**1049.**

1511E

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

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Honey\\_Badger's solution](#)

**1050.**

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Honey\\_Badger's solution](#)

**1051.**

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Honey\\_Badger's solution](#)

**1052.**

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Honey\\_Badger's solution](#)

**1053.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Honey\\_Badger's solution](#)

**1054.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Honey\\_Badger's solution](#)

**1055.**

1392E

[Omkar and Duck](#) · Tutorial

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Honey\\_Badger's solution](#)**1056.**

1482E

[Skyline Photo](#) · Tutorial

Quality: 3,753 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Honey\\_Badger's solution](#)**1057.**

348B

[Apple Tree](#) · Tutorial

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, number theory, trees

[Honey\\_Badger's solution](#)**1058.**

1479B2

[Painting the Array II](#) · Tutorial

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Honey\\_Badger's solution](#)**1059.**

1411D

[Grime Zoo](#) · Tutorial

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Honey\\_Badger's solution](#)**1060.**

1454F

[Array Partition](#) · Tutorial

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Honey\\_Badger's solution](#)**1061.**

767B

[The Queue](#) · Tutorial

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Honey\\_Badger's solution](#)**1062.**

875C

[National Property](#) · Tutorial

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Honey\\_Badger's solution](#)**1063.**

1418D

[Trash Problem](#) · Tutorial

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Honey\\_Badger's solution](#)**1064.**

1393D

[Rarity and New Dress](#) · Tutorial

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Honey\\_Badger's solution](#)

**1065.**

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Honey\\_Badger's solution](#)

**1066.**

354C

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[Honey\\_Badger's solution](#)

**1067.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Honey\\_Badger's solution](#)

**1068.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Honey\\_Badger's solution](#)

**1069.**

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Honey\\_Badger's solution](#)

**1070.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Honey\\_Badger's solution](#)

**1071.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Honey\\_Badger's solution](#)

**1072.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Honey\\_Badger's solution](#)

**1073.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Honey\\_Badger's solution](#)

**1074.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings,

ternary search

[Honey\\_Badger's solution](#)

**1075.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-05-22 · last AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Honey\\_Badger's solution](#)

**1076.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Honey\\_Badger's solution](#)

**1077.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Honey\\_Badger's solution](#)

**1078.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Honey\\_Badger's solution](#)

**1079.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Honey\\_Badger's solution](#)

**1080.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Honey\\_Badger's solution](#)

**1081.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Honey\\_Badger's solution](#)

**1082.**

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-27 · last AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Honey\\_Badger's solution](#)

**1083.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[Honey\\_Badger's solution](#)

**1084.**

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-10 · last AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Honey\\_Badger's solution](#)

**1085.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Honey\\_Badger's solution](#)

**1086.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Honey\\_Badger's solution](#)

**1087.**

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Honey\\_Badger's solution](#)

**1088.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Honey\\_Badger's solution](#)

**1089.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Honey\\_Badger's solution](#)

**1090.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**1091.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Honey\\_Badger's solution](#)

**1092.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[Honey\\_Badger's solution](#)

**1093.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Honey\\_Badger's solution](#)

**1094.**

1717E

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

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

[Honey\\_Badger's solution](#)

**1095.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, trees

[Honey\\_Badger's solution](#)

**1096.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Honey\\_Badger's solution](#)

**1097.**

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Honey\\_Badger's solution](#)

**1098.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Honey\\_Badger's solution](#)

**1099.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[Honey\\_Badger's solution](#)

**1100.**

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Honey\\_Badger's solution](#)

**1101.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Honey\\_Badger's solution](#)

**1102.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Honey\\_Badger's solution](#)

**1103.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Honey\\_Badger's solution](#)

**1104.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Honey\\_Badger's solution](#)

**1105.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Honey\\_Badger's solution](#)**1106.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Honey\\_Badger's solution](#)**1107.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Honey\\_Badger's solution](#)**1108.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Honey\\_Badger's solution](#)**1109.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Honey\\_Badger's solution](#)**1110.**

1552F

[Telepaning](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Honey\\_Badger's solution](#)**1111.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Honey\\_Badger's solution](#)**1112.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Honey\\_Badger's solution](#)**1113.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Honey\\_Badger's solution](#)**1114.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Honey\\_Badger's solution](#)

**1115.**

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Honey\\_Badger's solution](#)**1116.**

1520F2

[Guess the K-th Zero \(Hard version\) · Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Honey\\_Badger's solution](#)**1117.**

1515E

[Phoenix and Computers · Tutorial](#)

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

[Honey\\_Badger's solution](#)**1118.**

1428E

[Carrots for Rabbits · Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Honey\\_Badger's solution](#)**1119.**

1470D

[Strange Housing · Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Honey\\_Badger's solution](#)**1120.**

707D

[Persistent Bookcase · Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Honey\\_Badger's solution](#)**1121.**

1424M

[Ancient Language · Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, sortings

[Honey\\_Badger's solution](#)**1122.**

839D

[Winter is here · Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Honey\\_Badger's solution](#)**1123.**

875D

[High Cry · Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Honey\\_Badger's solution](#)**1124.**

1407D

[Discrete Centrifugal Jumps · Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[Honey\\_Badger's solution](#)

**1125.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, geometry, trees

[Honey\\_Badger's solution](#)

**1126.**

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math

[Honey\\_Badger's solution](#)

**1127.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[Honey\\_Badger's solution](#)

**1128.**

378E

[Captains Mode](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Honey\\_Badger's solution](#)

**1129.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Honey\\_Badger's solution](#)

**1130.**

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Honey\\_Badger's solution](#)

**1131.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Honey\\_Badger's solution](#)

**1132.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Honey\\_Badger's solution](#)

**1133.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Honey\\_Badger's solution](#)

**1134.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Honey\\_Badger's solution](#)

**1135.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, divide and conquer, math

[Honey\\_Badger's solution](#)

**1136.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Honey\\_Badger's solution](#)

**1137.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Honey\\_Badger's solution](#)

**1138.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Honey\\_Badger's solution](#)

**1139.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Honey\\_Badger's solution](#)

**1140.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Honey\\_Badger's solution](#)

**1141.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Honey\\_Badger's solution](#)

**1142.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Honey\\_Badger's solution](#)

**1143.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Honey\\_Badger's solution](#)

**1144.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Honey\\_Badger's solution](#)

**1145.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, strings, trees

[Honey\\_Badger's solution](#)

**1146.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Honey\\_Badger's solution](#)

**1147.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Honey\\_Badger's solution](#)

**1148.**

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[Honey\\_Badger's solution](#)

**1149.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[Honey\\_Badger's solution](#)

**1150.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Honey\\_Badger's solution](#)

**1151.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Honey\\_Badger's solution](#)

**1152.**

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[Honey\\_Badger's solution](#)

**1153.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Honey\\_Badger's solution](#)

**1154.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Honey\\_Badger's solution](#)

**1155.**

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games,

greedy

[Honey\\_Badger's solution](#)

**1156.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**1157.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Honey\\_Badger's solution](#)

**1158.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Honey\\_Badger's solution](#)

**1159.**

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Honey\\_Badger's solution](#)

**1160.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Honey\\_Badger's solution](#)

**1161.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Honey\\_Badger's solution](#)

**1162.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Honey\\_Badger's solution](#)

**1163.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Honey\\_Badger's solution](#)

**1164.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu

[Honey\\_Badger's solution](#)

**1165.**

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Honey\\_Badger's solution](#)

**1166.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Honey\\_Badger's solution](#)

**1167.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Honey\\_Badger's solution](#)

**1168.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Honey\\_Badger's solution](#)

**1169.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Honey\\_Badger's solution](#)

**1170.**

1282D

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

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Honey\\_Badger's solution](#)

**1171.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Honey\\_Badger's solution](#)

**1172.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Honey\\_Badger's solution](#)

**1173.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Honey\\_Badger's solution](#)

**1174.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Honey\\_Badger's solution](#)

**1175.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Honey\\_Badger's solution](#)

**1176.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Honey\\_Badger's solution](#)

**1177.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Honey\\_Badger's solution](#)

**1178.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Honey\\_Badger's solution](#)

**1179.**

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Honey\\_Badger's solution](#)

**1180.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Honey\\_Badger's solution](#)

**1181.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Honey\\_Badger's solution](#)

**1182.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Honey\\_Badger's solution](#)

**1183.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Honey\\_Badger's solution](#)

**1184.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, sortings

[Honey\\_Badger's solution](#)

**1185.**

1451E2

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

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Honey\\_Badger's solution](#)

**1186.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Honey\\_Badger's solution](#)

**1187.**

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**1188.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, number theory

[Honey\\_Badger's solution](#)

**1189.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[Honey\\_Badger's solution](#)

**1190.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Honey\\_Badger's solution](#)

**1191.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2021-12-23 · PyPy 3-64 (first AC) · Tags: geometry, sortings

[Honey\\_Badger's solution](#)

**1192.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Honey\\_Badger's solution](#)

**1193.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Honey\\_Badger's solution](#)

**1194.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Honey\\_Badger's solution](#)

**1195.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Honey\\_Badger's solution](#)

**1196.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Honey\\_Badger's solution](#)

### 1197.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Honey\\_Badger's solution](#)

### 1198.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Honey\\_Badger's solution](#)

### 1199.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Honey\\_Badger's solution](#)

### 1200.

831F

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

### 1201.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[Honey\\_Badger's solution](#)

### 1202.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Honey\\_Badger's solution](#)

### 1203.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Honey\\_Badger's solution](#)

### 1204.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Honey\\_Badger's solution](#)

### 1205.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Honey\\_Badger's solution](#)

### 1206.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest

paths

[Honey\\_Badger's solution](#)

**1207.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-06-05 · last AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Honey\\_Badger's solution](#)

**1208.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Honey\\_Badger's solution](#)

**1209.**

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[Honey\\_Badger's solution](#)

**1210.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Honey\\_Badger's solution](#)

**1211.**

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings

[Honey\\_Badger's solution](#)

**1212.**

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Honey\\_Badger's solution](#)

**1213.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Honey\\_Badger's solution](#)

**1214.**

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Honey\\_Badger's solution](#)

**1215.**

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Honey\\_Badger's solution](#)

**1216.**

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[Honey\\_Badger's solution](#)

**1217.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Honey\\_Badger's solution](#)

**1218.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Honey\\_Badger's solution](#)

**1219.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Honey\\_Badger's solution](#)

**1220.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Honey\\_Badger's solution](#)

**1221.**

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**1222.**

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[Honey\\_Badger's solution](#)

**1223.**

639D

[Bear and Contribution](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Honey\\_Badger's solution](#)

**1224.**

853D

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

Quality: 715 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Honey\\_Badger's solution](#)

**1225.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Honey\\_Badger's solution](#)

**1226.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Honey\\_Badger's solution](#)

**1227.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1228.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Honey\\_Badger's solution](#)

**1229.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Honey\\_Badger's solution](#)

**1230.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Honey\\_Badger's solution](#)

**1231.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Honey\\_Badger's solution](#)

**1232.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Honey\\_Badger's solution](#)

**1233.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Honey\\_Badger's solution](#)

**1234.**

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Honey\\_Badger's solution](#)

**1235.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Honey\\_Badger's solution](#)

**1236.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Honey\\_Badger's solution](#)

**1237.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Honey\\_Badger's solution](#)

**1238.**

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[Honey\\_Badger's solution](#)

**1239.**

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Honey\\_Badger's solution](#)

**1240.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Honey\\_Badger's solution](#)

**1241.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Honey\\_Badger's solution](#)

**1242.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Honey\\_Badger's solution](#)

**1243.**

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Honey\\_Badger's solution](#)

**1244.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Honey\\_Badger's solution](#)

**1245.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-06-16 · last AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Honey\\_Badger's solution](#)

**1246.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Honey\\_Badger's solution](#)

**1247.**

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Honey\\_Badger's solution](#)

**1248.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Honey\\_Badger's solution](#)

**1249.**

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[Honey\\_Badger's solution](#)

**1250.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Honey\\_Badger's solution](#)

**1251.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Honey\\_Badger's solution](#)

**1252.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Honey\\_Badger's solution](#)

**1253.**

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Honey\\_Badger's solution](#)

**1254.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Honey\\_Badger's solution](#)

**1255.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Honey\\_Badger's solution](#)

**1256.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Honey\\_Badger's solution](#)

**1257.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

**1258.**

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math

[Honey\\_Badger's solution](#)

**1259.**

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar

[Honey\\_Badger's solution](#)

**1260.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Honey\\_Badger's solution](#)

**1261.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · last AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Honey\\_Badger's solution](#)

**1262.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Honey\\_Badger's solution](#)

**1263.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Honey\\_Badger's solution](#)

**1264.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Honey\\_Badger's solution](#)

**1265.**

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Honey\\_Badger's solution](#)

**1266.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Honey\\_Badger's solution](#)

**1267.**

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[Honey\\_Badger's solution](#)

**1268.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Honey\\_Badger's solution](#)

**1269.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Honey\\_Badger's solution](#)

**1270.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Honey\\_Badger's solution](#)

**1271.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Honey\\_Badger's solution](#)

**1272.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Honey\\_Badger's solution](#)

**1273.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Honey\\_Badger's solution](#)

**1274.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Honey\\_Badger's solution](#)

**1275.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Honey\\_Badger's solution](#)

**1276.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Honey\\_Badger's solution](#)

**1277.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Honey\\_Badger's solution](#)

**1278.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Honey\\_Badger's solution](#)

**1279.**

799E

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

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Honey\\_Badger's solution](#)

**1280.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2022-07-15 · last AC: 2022-07-15 · Java 11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Honey\\_Badger's solution](#)

**1281.**

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Honey\\_Badger's solution](#)

**1282.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Honey\\_Badger's solution](#)

**1283.**

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Honey\\_Badger's solution](#)

**1284.**

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

**1285.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

**1286.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graph matchings, greedy

[Honey\\_Badger's solution](#)

**1287.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Honey\\_Badger's solution](#)

**1288.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**1289.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Honey\\_Badger's solution](#)

**1290.**

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Honey\\_Badger's solution](#)

**1291.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Honey\\_Badger's solution](#)

**1292.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Honey\\_Badger's solution](#)

**1293.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Honey\\_Badger's solution](#)

**1294.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Honey\\_Badger's solution](#)

**1295.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-11-27 · last AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Honey\\_Badger's solution](#)

**1296.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Honey\\_Badger's solution](#)

**1297.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Honey\\_Badger's solution](#)

**1298.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Honey\\_Badger's solution](#)

**1299.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-09-20 · last AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[Honey\\_Badger's solution](#)

**1300.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Honey\\_Badger's solution](#)

**1301.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Honey\\_Badger's solution](#)

**1302.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[Honey\\_Badger's solution](#)

**1303.**

351C

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

Quality: 631 global accepts · Rating: 2500 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Honey\\_Badger's solution](#)

**1304.**

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Honey\\_Badger's solution](#)

**1305.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Honey\\_Badger's solution](#)

**1306.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[Honey\\_Badger's solution](#)

**1307.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[Honey\\_Badger's solution](#)

**1308.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Honey\\_Badger's solution](#)

**1309.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Honey\\_Badger's solution](#)

**1310.**

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-20 · MS C++ 2017 (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1311.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Honey\\_Badger's solution](#)

**1312.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Honey\\_Badger's solution](#)

**1313.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Honey\\_Badger's solution](#)

**1314.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Honey\\_Badger's solution](#)

**1315.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Honey\\_Badger's solution](#)

**1316.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[Honey\\_Badger's solution](#)

**1317.**

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[Honey\\_Badger's solution](#)

**1318.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Honey\\_Badger's solution](#)

**1319.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Honey\\_Badger's solution](#)

**1320.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Honey\\_Badger's solution](#)

**1321.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[Honey\\_Badger's solution](#)

**1322.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Honey\\_Badger's solution](#)

**1323.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Honey\\_Badger's solution](#)

**1324.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Honey\\_Badger's solution](#)

**1325.**

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[Honey\\_Badger's solution](#)

**1326.**

483E

[Game with Strings](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Honey\\_Badger's solution](#)

**1327.**

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Honey\\_Badger's solution](#)

### 1328.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2021-01-22 · last AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Honey\\_Badger's solution](#)

### 1329.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Honey\\_Badger's solution](#)

### 1330.

1090F

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

Quality: 375 global accepts · Rating: 2600 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Honey\\_Badger's solution](#)

### 1331.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Honey\\_Badger's solution](#)

### 1332.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Honey\\_Badger's solution](#)

### 1333.

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Honey\\_Badger's solution](#)

### 1334.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

### 1335.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: fft

[Honey\\_Badger's solution](#)

### 1336.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

### 1337.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Honey\\_Badger's solution](#)

**1338.**

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Honey\\_Badger's solution](#)

**1339.**

1265F

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[Honey\\_Badger's solution](#)

**1340.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Honey\\_Badger's solution](#)

**1341.**

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Honey\\_Badger's solution](#)

**1342.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, matrices

[Honey\\_Badger's solution](#)

**1343.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Honey\\_Badger's solution](#)

**1344.**

1720E

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

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Honey\\_Badger's solution](#)

**1345.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Honey\\_Badger's solution](#)

**1346.**

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-08-19 · last AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[Honey\\_Badger's solution](#)

**1347.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[Honey\\_Badger's solution](#)

**1348.**

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Honey\\_Badger's solution](#)

**1349.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Honey\\_Badger's solution](#)

**1350.**

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, matrices

[Honey\\_Badger's solution](#)

**1351.**

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Honey\\_Badger's solution](#)

**1352.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing

[Honey\\_Badger's solution](#)

**1353.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Honey\\_Badger's solution](#)

**1354.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Honey\\_Badger's solution](#)

**1355.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Honey\\_Badger's solution](#)

**1356.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Honey\\_Badger's solution](#)

**1357.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[Honey\\_Badger's solution](#)

**1358.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Honey\\_Badger's solution](#)

**1359.**

334E

[Lucky Tickets](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1360.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Honey\\_Badger's solution](#)

**1361.**

839E

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2019-11-26 · last AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Honey\\_Badger's solution](#)

**1362.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Honey\\_Badger's solution](#)

**1363.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Honey\\_Badger's solution](#)

**1364.**

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Honey\\_Badger's solution](#)

**1365.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Honey\\_Badger's solution](#)

**1366.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Honey\\_Badger's solution](#)

**1367.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Honey\\_Badger's solution](#)

**1368.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Honey\\_Badger's solution](#)

**1369.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Honey\\_Badger's solution](#)

**1370.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[Honey\\_Badger's solution](#)

**1371.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-10-29 · last AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Honey\\_Badger's solution](#)

**1372.**

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, two pointers

[Honey\\_Badger's solution](#)

**1373.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Honey\\_Badger's solution](#)

**1374.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math

[Honey\\_Badger's solution](#)

**1375.**

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[Honey\\_Badger's solution](#)

**1376.**

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Honey\\_Badger's solution](#)

**1377.**

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Honey\\_Badger's solution](#)

**1378.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Honey\\_Badger's solution](#)

**1379.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-07-16 · last AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Honey\\_Badger's solution](#)

**1380.**

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Honey\\_Badger's solution](#)

**1381.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Honey\\_Badger's solution](#)

**1382.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[Honey\\_Badger's solution](#)

**1383.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Honey\\_Badger's solution](#)

**1384.**

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-11-03 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, fft, number theory

[Honey\\_Badger's solution](#)

**1385.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Honey\\_Badger's solution](#)

**1386.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Honey\\_Badger's solution](#)

**1387.**

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Honey\\_Badger's solution](#)

**1388.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[Honey\\_Badger's solution](#)

**1389.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[Honey\\_Badger's solution](#)

**1390.**

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, math  
[Honey\\_Badger's solution](#)

**1391.**

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers  
[Honey\\_Badger's solution](#)

**1392.**

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry  
[Honey\\_Badger's solution](#)

**1393.**

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, matrices  
[Honey\\_Badger's solution](#)

**1394.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, probabilities  
[Honey\\_Badger's solution](#)

**1395.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search  
[Honey\\_Badger's solution](#)

**1396.**

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry  
[Honey\\_Badger's solution](#)

**1397.**

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: fft, math  
[Honey\\_Badger's solution](#)

**1398.**

923F

[Public Service](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees  
[Honey\\_Badger's solution](#)

**1399.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, strings

[Honey\\_Badger's solution](#)

**1400.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[Honey\\_Badger's solution](#)

**1401.**

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Honey\\_Badger's solution](#)

**1402.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[Honey\\_Badger's solution](#)

**1403.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Honey\\_Badger's solution](#)

**1404.**

936E

[Igea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[Honey\\_Badger's solution](#)

**1405.**

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1406.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1407.**

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1408.**

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1409.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1410.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1411.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1412.**

105465B

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

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1413.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1414.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1415.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1416.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1417.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1418.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1419.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1420.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · Python 3 (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1421.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1422.**

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1423.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1424.**

101669F

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

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1425.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1426.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1427.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1428.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1429.**

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1430.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1431.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1432.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1433.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1434.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1435.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1436.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1437.**

104772D

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

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1438.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1439.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1440.**

101964B

[Broken Watch](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**1441.**

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1442.**

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1443.**

101964C

[Tree](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**1444.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1445.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1446.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1447.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1448.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1449.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1450.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1451.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1452.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1453.**

103081K

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Rating: — · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1454.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1455.**

103081E

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Rating: — · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1456.**

102136C

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

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1457.**

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1458.**

102136I

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

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1459.**

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1460.**

102136J

[Restore the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1461.**

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1462.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1463.**

104017H

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Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1464.**

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1465.**

104017C

[Il Derby della Madonna](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1466.**

104017K

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

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1467.**

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1468.**

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1469.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1470.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1471.**

104017F

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

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1472.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1473.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1474.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1475.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1476.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1477.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1478.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1479.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1480.**

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1481.**

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1482.**

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1483.**

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1484.**

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1485.**

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1486.**

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1487.**

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1488.**

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1489.**

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1490.**

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1491.**

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1492.**

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1493.**

103069C

[Random Shuffle](#) · [Tutorial](#)

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

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**1494.**

103069D

[City Brain](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**1495.**

103069K

[Allin](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**1496.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1497.**

103069A

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

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

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**1498.**

103069L

[Square](#) · [Tutorial](#)

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

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**1499.**

103069F

[Rooks](#) · [Tutorial](#)

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**1500.**

103113E

[A 8DS&C\\$0Dò C 3C,,O](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1501.**

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1502.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1503.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

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**1504.**

104011C

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**1505.**

104011L

[Letters Q and F](#) · [Tutorial](#)

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**1506.**

104011B

[Boris and Berta](#) · [Tutorial](#)

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**1507.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1508.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1509.**

104013C

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Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1510.**

104013F

[Futures Market Trends](#) · Tutorial

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1511.**

104013N

[Nunchucks Shop](#) · Tutorial

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1512.**

104013D

[Display](#) · Tutorial

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1513.**

104013M

[Mind the Gap](#) · Tutorial

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1514.**

104013B

[Bicycle](#) · Tutorial

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1515.**

104013I

[Integer Square](#) · Tutorial

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1516.**

104013A

[Archivist](#) · Tutorial

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1517.**

101173J

[Jazz Journey](#) · Tutorial

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1518.**

101173L

[Lost Logic](#) · Tutorial

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1519.**

101173B

[Bipartite Blanket](#) · Tutorial

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1520.**

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1521.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1522.**

101173K

[Key Knocking](#) · [Tutorial](#)

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**1523.**

101173A

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Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1524.**

101173F

[Free Figurines](#) · [Tutorial](#)

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**1525.**

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1526.**

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1527.**

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1528.**

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1529.**

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1530.**

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1531.**

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · last AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1532.**

101620L

[Lunar Landscape](#) · [Tutorial](#)

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**1533.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1534.**

101620A

[Assignment Algorithm](#) · [Tutorial](#)

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**1535.**

101620H

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Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1536.**

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1537.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1538.**

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1539.**

102135I

[Happy triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1540.**

102135K

[A Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1541.**

102135D

[Friends rescue](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1542.**

102135E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1543.**

102135B

[Freebie](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1544.**

102135F

[The closest subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1545.**

102135C

[Good subset](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1546.**

102135H

[Large and even](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1547.**

102135A

[BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1548.**

102135J

[Vova, who doesn't know](#) · [Tutorial](#)

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**1549.**

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1550.**

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1551.**

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1552.**

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1553.**

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1554.**

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1555.**

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1556.**

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1557.**

102139C

~~[A to C](#)~~ · [A to C](#) · [C to C](#) · [C to C](#) · [C to C](#)

Rating: — · first AC: 2022-04-11 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1558.**

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1559.**

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1560.**

102439I

[Equal Mod Segments](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1561.**

102439L

[The only winner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1562.**

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1563.**

102439G

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

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1564.**

102439B

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**1565.**

102439K

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**1566.**

102439A

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**1567.**

102439E

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**1568.**

102439H

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**1569.**

102439F

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**1570.**

103466B

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Rating: — · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1571.**

103466J

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Rating: — · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1572.**

103466C

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Rating: — · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1573.**

103466K

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Rating: — · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1574.**

103466A

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Rating: — · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1575.**

102896G

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**1576.**

102139I

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**1577.**

102139B

[A@CäC'5D](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1578.**

102139G

[A5D\\$@Cä2C,,G](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1579.**

102139F

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Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1580.**

102139D

[A4OD=CäBC](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1581.**

102139K

[A@Cä5C#B](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1582.**

102139E

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Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1583.**

102139J

[A,,E0\\$5D AC,,O C" BC 1C'8Dd5](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1584.**

102139A

[A\\$>Cä6CÔ> C,,7 AT BÐ](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1585.**

102139H

[A@TEC BC#8](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1586.**

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1587.**

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1588.**

100134E

[Exact Measurement](#) · [Tutorial](#)

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**1589.**

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1590.**

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1591.**

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1592.**

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1593.**

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1594.**

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1595.**

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1596.**

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1597.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1598.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1599.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1600.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1601.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1602.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1603.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1604.**

100792J

[Jealousy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1605.**

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

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**1606.**

100792E

[Entertainment](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**1607.**

100792G

[Garden Gathering](#) · [Tutorial](#)

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

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**1608.**

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1609.**

100792C

[Colder-Hotter](#) · [Tutorial](#)

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

[Honey\\_Badger's solution](#)

**1610.**

100792D

[Delay Time](#) · [Tutorial](#)

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

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**1611.**

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1612.**

100792A

[Anagrams](#) · [Tutorial](#)

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

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**1613.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1614.**

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1615.**

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1616.**

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1617.**

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1618.**

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1619.**

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1620.**

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1621.**

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · last AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1622.**

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1623.**

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1624.**

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1625.**

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1626.**

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1627.**

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1628.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1629.**

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1630.**

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1631.**

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1632.**

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1633.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1634.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1635.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1636.**

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1637.**

102956G

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Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1638.**

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1639.**

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1640.**

103348L

[Army Composition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1641.**

103348J

[Rosencrantz and Guildenstern](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1642.**

103348F

[Playwrite](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1643.**

103348E

[Globe Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1644.**

103348D

[Witches Cauldron I](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1645.**

103348I

[Witches Cauldron II](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1646.**

103348C

[Juliet's Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1647.**

103348H

[Ophelia's Madness](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1648.**

103348G

[Ophelia's Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1649.**

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1650.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1651.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1652.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1653.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1654.**

103202F

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

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1655.**

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1656.**

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1657.**

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1658.**

102785K

[Meson Collider](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1659.**

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1660.**

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1661.**

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1662.**

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · PyPy 3 (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1663.**

102785J

[R u really ready? · Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1664.**

102785A

[A lazy controller · Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1665.**

101480E

[Export Estimate · Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1666.**

101480I

[Ice Igloos · Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1667.**

101480F

[Frightful Formula · Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1668.**

101480H

[Hovering Hornet · Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1669.**

101480J

[Juice Junctions · Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1670.**

101480B

[Book Borders · Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1671.**

101480D

[Digit Division · Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1672.**

101480K

[Kernel Knights · Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1673.**

101480A

[ASCII Addition · Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1674.**

100766C

[A\\$KD;8C\\$:C 6CT<DtCC4>CÀ](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1675.**

100766B

[A00Ä0D\\$=C,,:](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1676.**

100766A

[A 2DS×CÄ0D\\$8Dt5D :C,,5 CD@D47DÄ0](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1677.**

1029367

[BTr>D>D,,8CR @C ACα@C ACα8](#)

Rating: — · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1678.**

1029354

[A E D\\$5CÔ=C](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1679.**

1029368

[A+B · Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1680.**

1020908

[B · 0010,5CÔ8CR =C ?C @D°](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1681.**

1020907

[BÔD>CT4C,,FC,,O](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1682.**

1020906

[A,,E D\\$5D 2C ;DÄ=D'5 D\\$@CT=C,,@Cä2Cα8](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1683.**

1020905

[A050;A Cô@C 2CÔKC' <C @D >DT>C@](#)

Rating: — · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1684.**

101636G

[A000a](#)

Rating: — · first AC: 2020-12-07 · last AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1685.**

101636D

[B 50\\$?C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1686.**

101636F

[Aö00040T<C,,O 2](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1687.**

101636J

[B\\_00t20f5Dt5CÔ8CR A C#>CöLDô<C€](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1688.**

101636E

[A45D>CDAC#0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1689.**

101636C

[A#>CÔDC,,3D4@C FC,,>CÔ=D`9 DD0C";](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1690.**

101636L

[A@CäAD\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1691.**

101636A

[B\\$C0i3Ct<](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1692.**

101636K

[B 50,HC=CO>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1693.**

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1694.**

101187E

[B 0DHC,,DD >C\\$:C AÔ](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1695.**

101187F

[A@CCT>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1696.**

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1697.**

101187C

[A45D#D`5 C`KCd8](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1698.**

101187B

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

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1699.**

101187D

[IQ D\\$5DcBaC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1700.**

101187I

[AäDíGCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1701.**

101187K

[«A..AC#DäGC ND"5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1702.**

101187A

[A;CÖD\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1703.**

100850D

[A5CfQD" <CTGD\\$K](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1704.**

100850E

[A10CÖ8CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1705.**

100850C

[B..TCä;DÄ=C O CD5CÄ>C# @C BC,,O](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1706.**

100850K

[B5C5D](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1707.**

100850G

[BD8DjalC€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1708.**

100850J

[A6@CãAD\\$0Dò ?CãAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1709.**

100850H

[AãBDt0D" >C >D,,8C :C E](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1710.**

100850I

[Aã1Cã5CÒ 2C ;DãBD°](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1711.**

100850F

[B`0Cã>Cò>Cd0D\\$8Dö](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1712.**

100850A

[A`3D>GÔ>CÂÔ;Dã1C,,BCT;DÀ](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1713.**

100549C

[A\\$5D`5D BC\\$5CÔ=D`5 Dt8D ;C](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1714.**

100549E

[A480öD\\$5Ct0 Cã1 Cã1Cã1D"5CÔ=Cã< Cã>CÔ5](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1715.**

100549I

[Bt5D5G660DT8 C" ?D CCDC](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1716.**

100549F

[ATUBDa!](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1717.**

100549A

[A6@CãADCTAD >D %C >D](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1718.**

100549J

[A5D18CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1719.**

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1720.**

102331I

[Interactive Vertex](#) · Tutorial

Rating: — · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1721.**

100296K

[A5D18C](#)

Rating: — · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1722.**

100296F

[A5D18C ND"0DôADò ?C`0D BC,,=C](#)

Rating: — · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1723.**

100296J

[A7C4@ C =Cô0D ?Cä@D](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1724.**

100296C

[A4=0CäD² 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1725.**

100296H

[A10D\\*8D"5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1726.**

100296A

[Aä;CT9@, 4C\\$>C,,GCÔKCR ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BC€](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1727.**

100296E

[B5C05D>CÔ=D`5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1728.**

100296I

[A05D15D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1729.**

100296D

[A5C@C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1730.**

100296G

[A@C@7D°](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1731.**

100296B

[A4D5CB 'CP](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1732.**

102836C

[A5C@AC?C,,@C <C,,4D°](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1733.**

102836J

[ASKDT CD=Cä9](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1734.**

102836H

[A5C@Li,,>C' 1C BD4B](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1735.**

102836G

[A5C@Li,,>CR 7C 4C =C,,5](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1736.**

102836D

[A,,3D0i@" C DC,,N](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1737.**

102836E

[B@Cä=D :C,,9 C@CäAD 2Cä@C@](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1738.**

102836F

[AÄB@08CÄ0C`LC00Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1739.**

102836B

[A5D5C`8C\\$0C08CR 6C,,6C€](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1740.**

102836I

[A@C@Cä:D 8CÔ0D\\$>D](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1741.**

102836A

[B\\$D@Cä2D`9 Dd5CÔBD](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1742.**

1024808

[A@C@C BD°](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1743.**

102420G

[Tennis score](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1744.**

102420F

[Arithmetic and blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1745.**

102420B

[B 8CÔ0Dò 3D CCô?C](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1746.**

102420E

[A 5CÔ8\\$KCR ;CTACä@D41D°](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1747.**

102420H

[Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1748.**

102420D

[Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1749.**

102420K

[Magical XML](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1750.**

102420J

[A@C@C DDD8D CCÄ<C](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1751.**

102420A

[A@C@Cä1CäFC\\$5D\\$0CÄ8](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1752.**

100131C

[A\\$K000C;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2020-10-14 · last AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1753.**

101979E

[String Journey · Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1754.**

101979G

[A CD 3CT@D² 2 <McDuck's>>](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1755.**

101979H

[Aö5D\\$D 1D4@C3ð](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1756.**

101979D

[A5>CDAD\\$@Cä:C, ?Cä4Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1757.**

101979I

[A4=Cä<DÄ D,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACö>D >C =CäAD\\$8](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1758.**

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1759.**

101979K

[A@C@D 8CÔB](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1760.**

101979L

[AD8Cä;Cä<D°](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1761.**

101979F

[B4@C@2CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1762.**

101979C

[AäFÜ46DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1763.**

102399F

[XOR D,8DD@Cä2C =C,,5](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1764.**

102399B

[A:8Dt=CäAD\\$ L D,,8D >C#8DR 2Ct3C`OCD>C](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1765.**

102399H

[BD>C#CD A CD5C`5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1766.**

102399J

[A#CÖaD4@D :CäBC,,:Cä2](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1767.**

102399E

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Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1768.**

102399L

[AD>DriaC4>C' HC#0D@](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1769.**

102399D

[AD#DriaC48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1770.**

102399C

[A,,2C#D4HC#0-CD CD 0Dt>C# 8 D\\$5Cä@C,,O C\\$5D >D6BCÔ>D BCT9](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1771.**

102399G

[Bd5C#KCR BCäGC#8](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1772.**

1024807

[AÜCÖaCä<C B](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1773.**

1024806

[AöTö#ö,,@Cä2C#0 D4GC AD\\$:C](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1774.**

1024805

[AÄÖ#AC,,<C ;DÄ=Cä5 Cö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1775.**

1024794

[AäTö#Cö8C 4C 4C´O D >C >D\\$>C](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1776.**

1024793

[A->DöGö D @D4BC,,=Cä9](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1777.**

1024792

[AöCCT2D´HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Honey\\_Badger's solution](#)

**1778.**

1024791

[B Tö#CäAD\\$L C#2C 4D 0D\\$>C](#)

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

[Honey\\_Badger's solution](#)

**1779.**

1319E

[World of Darkraft: Battle for Azathoth · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Honey\\_Badger's solution](#)

**1780.**

1319D

[Navigation System · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Honey\\_Badger's solution](#)

**1781.**

1319C

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