

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

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# Unique solved — Hovery

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

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

Filters: none

Count: 1,334

1.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)

[Hovery's solution](#)

2.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,165 global accepts · Rating: 800 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)

[Hovery's solution](#)

3.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,043 global accepts · Rating: 800 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#)

[Hovery's solution](#)

4.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,296 global accepts · Rating: 800 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

[Hovery's solution](#)

5.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [math](#), [number theory](#)

[Hovery's solution](#)

6.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [strings](#)

[Hovery's solution](#)

7.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [implementation](#)

[Hovery's solution](#)

8.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [math](#)

[Hovery's solution](#)

9.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-09 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#)

[Hovery's solution](#)

**10.**

1783A

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

Quality: 48,707 global accepts · Rating: 800 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Hovery's solution](#)

**11.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**12.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[Hovery's solution](#)

**13.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,001 global accepts · Rating: 800 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**14.**

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Hovery's solution](#)

**15.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Hovery's solution](#)

**16.**

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Hovery's solution](#)

**17.**

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**18.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2023-01-11 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Hovery's solution](#)

**19.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Hovery's solution](#)

**20.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**21.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Hovery's solution](#)

**22.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · last AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Hovery's solution](#)

**23.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Hovery's solution](#)

**24.**

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-29 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Hovery's solution](#)

**25.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,593 global accepts · Rating: 800 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Hovery's solution](#)

**26.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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**27.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Hovery's solution](#)

**28.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Hovery's solution](#)

**29.**

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**30.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Hovery's solution](#)

**31.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**32.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**33.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,637 global accepts · Rating: 800 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Hovery's solution](#)

**34.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**35.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Hovery's solution](#)

**36.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,152 global accepts · Rating: 800 · first AC: 2022-10-22 · last AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Hovery's solution](#)

**37.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Hovery's solution](#)

**38.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-17 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**39.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**40.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Hovery's solution](#)

**41.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-29 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Hovery's solution](#)

**42.**

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-29 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Hovery's solution](#)

**43.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-23 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**44.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hovery's solution](#)

**45.**

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hovery's solution](#)

**46.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Hovery's solution](#)

**47.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hovery's solution](#)

**48.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Hovery's solution](#)

**49.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**50.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Hovery's solution](#)

**51.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,540 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Hovery's solution](#)

**52.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,526 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Hovery's solution](#)

**53.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**54.**

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Hovery's solution](#)

**55.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Hovery's solution](#)

**56.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Hovery's solution](#)

**57.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Hovery's solution](#)

**58.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**59.**

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**60.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,623 global accepts · Rating: 800 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Hovery's solution](#)

**61.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**62.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**63.**

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Hovery's solution](#)

**64.**

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Hovery's solution](#)

**65.**

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**66.**

1713A

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

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[Hovery's solution](#)

**67.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,844 global accepts · Rating: 800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**68.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**69.**

1714C

[Minimum Varied Number](#) · [Tutorial](#)

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

[Hovery's solution](#)

**70.**

1714B

[Remove Prefix](#) · [Tutorial](#)

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

[Hovery's solution](#)

**71.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**72.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Hovery's solution](#)

**73.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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**74.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-25 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Hovery's solution](#)

**75.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Hovery's solution](#)

**76.**

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**77.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Hovery's solution](#)

**78.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Hovery's solution](#)

**79.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Hovery's solution](#)

**80.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,177 global accepts · Rating: 800 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Hovery's solution](#)

**81.**

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**82.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**83.**

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: games

[Hovery's solution](#)

**84.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Hovery's solution](#)

**85.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,916 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hovery's solution](#)

**86.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,437 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**87.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,735 global accepts · Rating: 800 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**88.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**89.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-07 · last AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**90.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · last AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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**91.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-07 · last AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**92.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Hovery's solution](#)

**93.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

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**94.**

1560A

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

Quality: 73,509 global accepts · Rating: 800 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Hovery's solution](#)

**95.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[Hovery's solution](#)

**96.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,743 global accepts · Rating: 800 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, math

[Hovery's solution](#)

**97.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,947 global accepts · Rating: 900 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Hovery's solution](#)

**98.**

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Hovery's solution](#)

**99.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Hovery's solution](#)

**100.**

1775A2

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

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

[Hovery's solution](#)

**101.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[Hovery's solution](#)

**102.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-29 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Hovery's solution](#)

**103.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**104.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**105.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Hovery's solution](#)

**106.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**107.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-23 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**108.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,067 global accepts · Rating: 900 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Hovery's solution](#)

**109.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,165 global accepts · Rating: 900 · first AC: 2022-09-29 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Hovery's solution](#)

**110.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**111.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,540 global accepts · Rating: 900 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**112.**

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**113.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**114.**

1714A

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

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

[Hovery's solution](#)

**115.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[Hovery's solution](#)

**116.**

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Hovery's solution](#)

**117.**

1696B

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

Quality: 36,316 global accepts · Rating: 900 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**118.**

1697B

[Promo](#) · [Tutorial](#)

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

[Hovery's solution](#)

**119.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Hovery's solution](#)

**120.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Hovery's solution](#)

**121.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**122.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**123.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Hovery's solution](#)

**124.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Hovery's solution](#)

**125.**

1790C

[Permutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Hovery's solution](#)

**126.**

1781B

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

Quality: 14,756 global accepts · Rating: 1000 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Hovery's solution](#)

**127.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Hovery's solution](#)

**128.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Hovery's solution](#)

**129.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,881 global accepts · Rating: 1000 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**130.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Hovery's solution](#)

**131.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**132.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1000 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

combinatorics, constructive algorithms, implementation, math, number theory

[Hovery's solution](#)

**133.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Hovery's solution](#)

**134.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings, two pointers

[Hovery's solution](#)

**135.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Hovery's solution](#)

**136.**

1155A

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

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[Hovery's solution](#)

**137.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,183 global accepts · Rating: 1000 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Hovery's solution](#)

**138.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**139.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Hovery's solution](#)

**140.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,911 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Hovery's solution](#)

**141.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Hovery's solution](#)

**142.**

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**143.**

1690D

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

Quality: 47,023 global accepts · Rating: 1000 · first AC: 2022-06-07 · last AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[Hovery's solution](#)

**144.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,479 global accepts · Rating: 1000 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**145.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,136 global accepts · Rating: 1000 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Hovery's solution](#)

**146.**

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[Hovery's solution](#)

**147.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,621 global accepts · Rating: 1000 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Hovery's solution](#)

**148.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,180 global accepts · Rating: 1000 · first AC: 2020-11-15 · FPC (first AC) · Tags: math

[Hovery's solution](#)

**149.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Hovery's solution](#)

**150.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Hovery's solution](#)

**151.**

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Hovery's solution](#)

**152.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,804 global accepts · Rating: 1100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Hovery's solution](#)

**153.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,160 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**154.**

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Hovery's solution](#)

**155.**

1673B

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

Quality: 21,769 global accepts · Rating: 1100 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Hovery's solution](#)

**156.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[Hovery's solution](#)

**157.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,068 global accepts · Rating: 1100 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Hovery's solution](#)

**158.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Hovery's solution](#)

**159.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Hovery's solution](#)

**160.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Hovery's solution](#)

**161.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Hovery's solution](#)

**162.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**163.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Hovery's solution](#)

**164.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Hovery's solution](#)

**165.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**166.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Hovery's solution](#)

**167.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,400 global accepts · Rating: 1100 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Hovery's solution](#)

**168.**

1702C

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

Quality: 25,120 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Hovery's solution](#)

**169.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Hovery's solution](#)

**170.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**171.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Hovery's solution](#)

**172.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Hovery's solution](#)

**173.**

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Hovery's solution](#)

**174.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Hovery's solution](#)

**175.**

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,495 global accepts · Rating: 1200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Hovery's solution](#)

**176.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Hovery's solution](#)

**177.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Hovery's solution](#)

**178.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Hovery's solution](#)

**179.**

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**180.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Hovery's solution](#)

**181.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Hovery's solution](#)

**182.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,140 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**183.**

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[Hovery's solution](#)

**184.**

1635C

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

Quality: 25,128 global accepts · Rating: 1200 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**185.**

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Hovery's solution](#)

**186.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Hovery's solution](#)

**187.**

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Hovery's solution](#)

**188.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,254 global accepts · Rating: 1200 · first AC: 2022-10-22 · last AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**189.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Hovery's solution](#)

**190.**

1734C

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

Quality: 28,629 global accepts · Rating: 1200 · first AC: 2022-09-29 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**191.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[Hovery's solution](#)

**192.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[Hovery's solution](#)

**193.**

1679B

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

Quality: 27,429 global accepts · Rating: 1200 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Hovery's solution](#)

**194.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,708 global accepts · Rating: 1200 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Hovery's solution](#)

**195.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Hovery's solution](#)

**196.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**197.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**198.**

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Hovery's solution](#)

**199.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-07 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Hovery's solution](#)

**200.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Hovery's solution](#)

**201.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,383 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Hovery's solution](#)

**202.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Hovery's solution](#)

**203.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-16 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**204.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,277 global accepts · Rating: 1200 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Hovery's solution](#)

**205.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**206.**

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Hovery's solution](#)

**207.**

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Hovery's solution](#)

**208.**

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Hovery's solution](#)

**209.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Hovery's solution](#)

**210.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Hovery's solution](#)

**211.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Hovery's solution](#)

**212.**

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Hovery's solution](#)

**213.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Hovery's solution](#)

**214.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,000 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[Hovery's solution](#)

**215.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[Hovery's solution](#)

**216.**

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[Hovery's solution](#)

**217.**

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-22 · last AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[Hovery's solution](#)

**218.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[Hovery's solution](#)

**219.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-17 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Hovery's solution](#)

**220.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Hovery's solution](#)

**221.**

1733C

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

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-24 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[Hovery's solution](#)

**222.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[Hovery's solution](#)

**223.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force  
[Hovery's solution](#)

**224.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Hovery's solution](#)

**225.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Hovery's solution](#)

**226.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Hovery's solution](#)

**227.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,899 global accepts · Rating: 1300 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**228.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**229.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Hovery's solution](#)

**230.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**231.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Hovery's solution](#)

**232.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Hovery's solution](#)

**233.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Hovery's solution](#)

**234.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**235.**

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**236.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-14 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Hovery's solution](#)

**237.**

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: implementation

[Hovery's solution](#)

**238.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Hovery's solution](#)

**239.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**240.**

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Hovery's solution](#)

**241.**

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Hovery's solution](#)

**242.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Hovery's solution](#)

**243.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Hovery's solution](#)

**244.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Hovery's solution](#)

**245.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,103 global accepts · Rating: 1400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math  
[Hovery's solution](#)

**246.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy  
[Hovery's solution](#)

**247.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[Hovery's solution](#)

**248.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers  
[Hovery's solution](#)

**249.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1400 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings  
[Hovery's solution](#)

**250.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · last AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[Hovery's solution](#)

**251.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Hovery's solution](#)

**252.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-29 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory  
[Hovery's solution](#)

**253.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Hovery's solution](#)

**254.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Hovery's solution](#)

**255.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Hovery's solution](#)

**256.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Hovery's solution](#)

**257.**

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Hovery's solution](#)

**258.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,645 global accepts · Rating: 1400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Hovery's solution](#)

**259.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Hovery's solution](#)

**260.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Hovery's solution](#)

**261.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Hovery's solution](#)

**262.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Hovery's solution](#)

**263.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Hovery's solution](#)

**264.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Hovery's solution](#)

**265.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Hovery's solution](#)

**266.**

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[Hovery's solution](#)

**267.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Hovery's solution](#)

**268.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Hovery's solution](#)

**269.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Hovery's solution](#)

**270.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Hovery's solution](#)

**271.**

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Hovery's solution](#)

**272.**

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Hovery's solution](#)

**273.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[Hovery's solution](#)

**274.**

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Hovery's solution](#)

**275.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Hovery's solution](#)

**276.**

1697C

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

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

[Hovery's solution](#)

**277.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[Hovery's solution](#)

**278.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Hovery's solution](#)

**279.**

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,707 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Hovery's solution](#)

**280.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[Hovery's solution](#)

**281.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[Hovery's solution](#)

**282.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[Hovery's solution](#)

**283.**

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp, strings

[Hovery's solution](#)

**284.**

690C2

[Brain Network \(medium\) · Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Hovery's solution](#)

**285.**

250B

[Restoring IPv6 · Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Hovery's solution](#)

**286.**

908C

[New Year and Curling · Tutorial](#)

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Hovery's solution](#)

**287.**

190C

[STL · Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Hovery's solution](#)

**288.**

1804C

[Pull Your Luck · Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Hovery's solution](#)

**289.**

1792C

[Min Max Sort · Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Hovery's solution](#)

**290.**

1545A

[AquaMoon and Strange Sort · Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Hovery's solution](#)

**291.**

1542B

[Plus and Multiply · Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Hovery's solution](#)

**292.**

1385D

[a-Good String · Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Hovery's solution](#)

**293.**

1304C

[Air Conditioner · Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2022-10-08 · last AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Hovery's solution](#)

**294.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2020-10-15 · last AC: 2023-01-05 · FPC (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Hovery's solution](#)

**295.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers

[Hovery's solution](#)

**296.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**297.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Hovery's solution](#)

**298.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Hovery's solution](#)

**299.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Hovery's solution](#)

**300.**

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Hovery's solution](#)

**301.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Hovery's solution](#)

**302.**

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Hovery's solution](#)

**303.**

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Hovery's solution](#)

**304.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[Hovery's solution](#)

**305.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Hovery's solution](#)

**306.**

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[Hovery's solution](#)

**307.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Hovery's solution](#)

**308.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Hovery's solution](#)

**309.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**310.**

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Hovery's solution](#)

**311.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Hovery's solution](#)

**312.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**313.**

1711C

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

Rating: 1500 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**314.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Hovery's solution](#)

**315.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,094 global accepts · Rating: 1500 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Hovery's solution](#)

**316.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Hovery's solution](#)

**317.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs

[Hovery's solution](#)

**318.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: brute force, sortings

[Hovery's solution](#)

**319.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,863 global accepts · Rating: 1500 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: dp, greedy

[Hovery's solution](#)

**320.**

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2020-09-19 · FPC (first AC) · Tags: greedy, implementation, strings

[Hovery's solution](#)

**321.**

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2020-09-13 · FPC (first AC) · Tags: strings

[Hovery's solution](#)

**322.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Hovery's solution](#)

**323.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Hovery's solution](#)

**324.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Hovery's solution](#)

**325.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Hovery's solution](#)

**326.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, sortings

[Hovery's solution](#)

**327.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Hovery's solution](#)

**328.**

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Hovery's solution](#)

**329.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,162 global accepts · Rating: 1600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Hovery's solution](#)

**330.**

1781C

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

Quality: 10,459 global accepts · Rating: 1600 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Hovery's solution](#)

**331.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Hovery's solution](#)

**332.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Hovery's solution](#)

**333.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**334.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

constructive algorithms, greedy, implementation, two pointers

[Hovery's solution](#)

**335.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Hovery's solution](#)

**336.**

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Hovery's solution](#)

**337.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Hovery's solution](#)

**338.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Hovery's solution](#)

**339.**

343B

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

Quality: 17,284 global accepts · Rating: 1600 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Hovery's solution](#)

**340.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**341.**

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[Hovery's solution](#)

**342.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Hovery's solution](#)

**343.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Hovery's solution](#)

**344.**

1678C

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

Rating: 1600 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Hovery's solution](#)

**345.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Hovery's solution](#)

**346.**

1680C

[Binary String · Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Hovery's solution](#)

**347.**

1615C

[Menorah · Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[Hovery's solution](#)

**348.**

453A

[Little Pony and Expected Maximum · Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[Hovery's solution](#)

**349.**

1503A

[Balance the Bits · Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**350.**

1504C

[Balance the Bits · Tutorial](#)

Rating: 1600 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Hovery's solution](#)

**351.**

1255C

[League of Leesins · Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Hovery's solution](#)

**352.**

1497C2

[k-LCM \(hard version\) · Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**353.**

1238C

[Standard Free2play · Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Hovery's solution](#)

**354.**

1251C

[Minimize The Integer · Tutorial](#)

Quality: 14,335 global accepts · Rating: 1600 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Hovery's solution](#)

**355.**

1321C

[Remove Adjacent · Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Hovery's solution](#)

**356.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Hovery's solution](#)

**357.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Hovery's solution](#)

**358.**

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-07-31 · last AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Hovery's solution](#)

**359.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Hovery's solution](#)

**360.**

1703G

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

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-13 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Hovery's solution](#)

**361.**

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Hovery's solution](#)

**362.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**363.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1600 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Hovery's solution](#)

**364.**

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Hovery's solution](#)

**365.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,473 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Hovery's solution](#)

**366.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Hovery's solution](#)

**367.**

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Hovery's solution](#)

**368.**

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Hovery's solution](#)

**369.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: brute force, number theory

[Hovery's solution](#)

**370.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Hovery's solution](#)

**371.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Hovery's solution](#)

**372.**

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Hovery's solution](#)

**373.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Hovery's solution](#)

**374.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Hovery's solution](#)

**375.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-26 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Hovery's solution](#)

**376.**

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Hovery's solution](#)

**377.**

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Hovery's solution](#)

**378.**

99C

[Help Victoria the Wise](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Hovery's solution](#)

**379.**

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Hovery's solution](#)

**380.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Hovery's solution](#)

**381.**

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Hovery's solution](#)

**382.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

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**383.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: games

[Hovery's solution](#)

**384.**

1777C

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Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Hovery's solution](#)

**385.**

1770C

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Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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**386.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

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**387.**

1118C

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Quality: 6,101 global accepts · Rating: 1700 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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**388.**

1628B

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**389.**

1661C

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Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Hovery's solution](#)

**390.**

1027D

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Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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**391.**

1765D

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**392.**

1735D

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**393.**

1677B

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**394.**

1451D

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**395.**

1325D

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Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Hovery's solution](#)

**396.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Hovery's solution](#)

**397.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Hovery's solution](#)

**398.**

1503B

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Quality: 7,680 global accepts · Rating: 1700 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Hovery's solution](#)

**399.**

1504D

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Rating: 1700 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Hovery's solution](#)

**400.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Hovery's solution](#)

**401.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**402.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

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**403.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Hovery's solution](#)

**404.**

1321D

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

Rating: 1700 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Hovery's solution](#)

**405.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Hovery's solution](#)

**406.**

1625C

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Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**407.**

1714G

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Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Hovery's solution](#)

**408.**

1670D

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Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Hovery's solution](#)

**409.**

1611E1

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

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Hovery's solution](#)

**410.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[Hovery's solution](#)

**411.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Hovery's solution](#)

**412.**

1037D

[Valid BFS?](#) · [Tutorial](#)

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[Hovery's solution](#)

**413.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Hovery's solution](#)

**414.**

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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**415.**

1700C

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structures, greedy

[Hovery's solution](#)

**416.**

1695C

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Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Hovery's solution](#)

**417.**

1693B

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

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[Hovery's solution](#)

**418.**

1694D

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

Rating: 1700 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**419.**

1692H

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[Hovery's solution](#)

**420.**

1688C

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Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

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**421.**

1557C

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Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Hovery's solution](#)

**422.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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**423.**

2081A

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Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

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**424.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Hovery's solution](#)

**425.**

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

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**426.**

690E1

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Quality: 735 global accepts · Rating: 1800 · first AC: 2023-10-06 · last AC: 2023-10-06 · PHP (first AC) · Tags: —

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**427.**

690D2

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**428.**

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Hovery's solution](#)

**429.**

869C

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**430.**

1856E1

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Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Hovery's solution](#)

**431.**

471D

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

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**432.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Hovery's solution](#)

**433.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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**434.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Hovery's solution](#)

**435.**

1775D

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Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-11 · last AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Hovery's solution](#)

**436.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Hovery's solution](#)

**437.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Hovery's solution](#)

**438.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Hovery's solution](#)

**439.**

1781D

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Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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**440.**

1732C1

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Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

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**441.**

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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**442.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

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**443.**

87B

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**444.**

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Hovery's solution](#)

**445.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

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**446.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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**447.**

61D

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**448.**

543A

[Writing Code](#) · [Tutorial](#)

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[Hovery's solution](#)

**449.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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**450.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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**451.**

1583D

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

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**452.**

1586D

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**453.**

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**454.**

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

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**455.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-29 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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**456.**

1678B2

[Tokitsukaze and Good 01-String \(hard version\) · Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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**457.**

533E

[Correcting Mistakes · Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[Hovery's solution](#)

**458.**

1338B

[Edge Weight Assignment · Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

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**459.**

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Hovery's solution](#)

**460.**

1255E1

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

Rating: 1800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Hovery's solution](#)

**461.**

1728D

[Letter Picking · Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Hovery's solution](#)

**462.**

946D

[Timetable · Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**463.**

527D

[Clique Problem · Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Hovery's solution](#)

**464.**

148D

[Bag of mice · Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[Hovery's solution](#)

**465.**

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Hovery's solution](#)

**466.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**467.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Hovery's solution](#)

**468.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Hovery's solution](#)

**469.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Hovery's solution](#)

**470.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Hovery's solution](#)

**471.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Hovery's solution](#)

**472.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Hovery's solution](#)

**473.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Hovery's solution](#)

**474.**

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Hovery's solution](#)

**475.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Hovery's solution](#)

**476.**

1691D

[Max GEQ Sum · Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Hovery's solution](#)

**477.**

1611F

[ATM and Students · Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Hovery's solution](#)

**478.**

1304D

[Shortest and Longest LIS · Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Hovery's solution](#)

**479.**

1906E

[Merge Not Sort · Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[Hovery's solution](#)

**480.**

1800F

[Dasha and Nightmares · Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Hovery's solution](#)

**481.**

1613D

[MEX Sequences · Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Hovery's solution](#)

**482.**

1175D

[Array Splitting · Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**483.**

961E

[Tufurama · Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hovery's solution](#)

**484.**

1808C

[Unlucky Numbers · Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Hovery's solution](#)

**485.**

819B

[Mister B and PR Shifts · Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Hovery's solution](#)

**486.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Hovery's solution](#)

**487.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Hovery's solution](#)

**488.**

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Hovery's solution](#)

**489.**

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2023-04-20 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Hovery's solution](#)

**490.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math

[Hovery's solution](#)

**491.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Hovery's solution](#)

**492.**

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Hovery's solution](#)

**493.**

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Hovery's solution](#)

**494.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Hovery's solution](#)

**495.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Hovery's solution](#)

**496.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-09-14 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Hovery's solution](#)

**497.**

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Hovery's solution](#)

**498.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Hovery's solution](#)

**499.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Hovery's solution](#)

**500.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Hovery's solution](#)

**501.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[Hovery's solution](#)

**502.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Hovery's solution](#)

**503.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Hovery's solution](#)

**504.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, two pointers

[Hovery's solution](#)

**505.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Hovery's solution](#)

**506.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Hovery's solution](#)

**507.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[Hovery's solution](#)

**508.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Hovery's solution](#)

**509.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · last AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Hovery's solution](#)

**510.**

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Hovery's solution](#)

**511.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Hovery's solution](#)

**512.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Hovery's solution](#)

**513.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Hovery's solution](#)

**514.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Hovery's solution](#)

**515.**

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Hovery's solution](#)

**516.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Hovery's solution](#)

**517.**

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**518.**

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Hovery's solution](#)

**519.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Hovery's solution](#)

**520.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Hovery's solution](#)

**521.**

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Hovery's solution](#)

**522.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Hovery's solution](#)

**523.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Hovery's solution](#)

**524.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**525.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Hovery's solution](#)

**526.**

1678E

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

Rating: 1900 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[Hovery's solution](#)

**527.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Hovery's solution](#)

**528.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Hovery's solution](#)

**529.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Hovery's solution](#)

**530.**

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Hovery's solution](#)

**531.**

1077F1

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

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**532.**

1729F

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

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math

[Hovery's solution](#)

**533.**

1714F

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

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Hovery's solution](#)

**534.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Hovery's solution](#)

**535.**

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**536.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Hovery's solution](#)

**537.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[Hovery's solution](#)

**538.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Hovery's solution](#)

**539.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Hovery's solution](#)

**540.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Hovery's solution](#)

**541.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Hovery's solution](#)

**542.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[Hovery's solution](#)

**543.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[Hovery's solution](#)

**544.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2022-09-15 · last AC: 2022-09-15 · FPC (first AC) · Tags: combinatorics, dp, probabilities

[Hovery's solution](#)

**545.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[Hovery's solution](#)

**546.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Hovery's solution](#)

**547.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Hovery's solution](#)

**548.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Hovery's solution](#)

**549.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**550.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Hovery's solution](#)

**551.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Hovery's solution](#)

**552.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**553.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**554.**

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Hovery's solution](#)

**555.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Hovery's solution](#)

**556.**

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Hovery's solution](#)

**557.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[Hovery's solution](#)

**558.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Hovery's solution](#)

**559.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Hovery's solution](#)

**560.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**561.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,033 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[Hovery's solution](#)

**562.**

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Hovery's solution](#)

**563.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**564.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Hovery's solution](#)

**565.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Hovery's solution](#)

**566.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy  
[Hovery's solution](#)

**567.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[Hovery's solution](#)

**568.**

1719D2

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

Rating: 1900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math  
[Hovery's solution](#)

**569.**

1611E2

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees  
[Hovery's solution](#)

**570.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[Hovery's solution](#)

**571.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings  
[Hovery's solution](#)

**572.**

1702G1

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

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees  
[Hovery's solution](#)

**573.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[Hovery's solution](#)

**574.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
[Hovery's solution](#)

**575.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math  
[Hovery's solution](#)

**576.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Hovery's solution](#)

**577.**

1697D

[Guess The String](#) · [Tutorial](#)

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

[Hovery's solution](#)

**578.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Hovery's solution](#)

**579.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search

[Hovery's solution](#)

**580.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[Hovery's solution](#)

**581.**

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Hovery's solution](#)

**582.**

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**583.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Hovery's solution](#)

**584.**

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Hovery's solution](#)

**585.**

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Hovery's solution](#)

**586.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Hovery's solution](#)

**587.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Hovery's solution](#)

**588.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Hovery's solution](#)

**589.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Hovery's solution](#)

**590.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Hovery's solution](#)

**591.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Hovery's solution](#)

**592.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Hovery's solution](#)

**593.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2022-09-07 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Hovery's solution](#)

**594.**

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Hovery's solution](#)

**595.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Hovery's solution](#)

**596.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2022-06-24 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Hovery's solution](#)

**597.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Hovery's solution](#)

**598.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures

[Hovery's solution](#)

**599.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Hovery's solution](#)

**600.**

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**601.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**602.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Hovery's solution](#)

**603.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**604.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Hovery's solution](#)

**605.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Hovery's solution](#)

**606.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Hovery's solution](#)

**607.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2022-08-31 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Hovery's solution](#)

**608.**

1770D

[Koxia and Game](#) · [Tutorial](#)

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

[Hovery's solution](#)

**609.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Hovery's solution](#)

**610.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Hovery's solution](#)

**611.**

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Hovery's solution](#)

**612.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Hovery's solution](#)

**613.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Hovery's solution](#)

**614.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Hovery's solution](#)

**615.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Hovery's solution](#)

**616.**

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Hovery's solution](#)

**617.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2022-11-02 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Hovery's solution](#)

**618.**

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**619.**

1754E

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

Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Hovery's solution](#)

**620.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Hovery's solution](#)

**621.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Hovery's solution](#)

**622.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Hovery's solution](#)

**623.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Hovery's solution](#)

**624.**

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Hovery's solution](#)

**625.**

1642D

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

Rating: 2000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Hovery's solution](#)

**626.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Hovery's solution](#)

**627.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**628.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**629.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**630.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Hovery's solution](#)

**631.**

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[Hovery's solution](#)

**632.**

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Hovery's solution](#)

**633.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Hovery's solution](#)

**634.**

128C

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Hovery's solution](#)

**635.**

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Hovery's solution](#)

**636.**

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Hovery's solution](#)

**637.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[Hovery's solution](#)

**638.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[Hovery's solution](#)

**639.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp  
[Hovery's solution](#)

**640.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy  
[Hovery's solution](#)

**641.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[Hovery's solution](#)

**642.**

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy  
[Hovery's solution](#)

**643.**

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs, greedy  
[Hovery's solution](#)

**644.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[Hovery's solution](#)

**645.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs  
[Hovery's solution](#)

**646.**

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[Hovery's solution](#)

**647.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[Hovery's solution](#)

**648.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Hovery's solution](#)

**649.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Hovery's solution](#)

**650.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Hovery's solution](#)

**651.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Hovery's solution](#)

**652.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**653.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Hovery's solution](#)

**654.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Hovery's solution](#)

**655.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**656.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Hovery's solution](#)

**657.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**658.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Hovery's solution](#)

**659.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Hovery's solution](#)

**660.**

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Hovery's solution](#)

**661.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Hovery's solution](#)

**662.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Hovery's solution](#)

**663.**

1716D

[Chip Move](#) · [Tutorial](#)

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

[Hovery's solution](#)

**664.**

1716C

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

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

[Hovery's solution](#)

**665.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**666.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Hovery's solution](#)

**667.**

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Hovery's solution](#)

**668.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Hovery's solution](#)

**669.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Hovery's solution](#)

**670.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: dp, math

[Hovery's solution](#)

**671.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Hovery's solution](#)

**672.**

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Hovery's solution](#)

**673.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Hovery's solution](#)

**674.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hovery's solution](#)

**675.**

920E

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

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Hovery's solution](#)

**676.**

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Hovery's solution](#)

**677.**

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**678.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Hovery's solution](#)

**679.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[Hovery's solution](#)

**680.**

457C

[Elections](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 2100 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Hovery's solution](#)

**681.**

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Hovery's solution](#)

**682.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Hovery's solution](#)

**683.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Hovery's solution](#)

**684.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp, greedy, trees

[Hovery's solution](#)

**685.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Hovery's solution](#)

**686.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[Hovery's solution](#)

**687.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Hovery's solution](#)

**688.**

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Hovery's solution](#)

**689.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Hovery's solution](#)

**690.**

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry

[Hovery's solution](#)

**691.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2023-04-20 · last AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Hovery's solution](#)

**692.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, greedy

[Hovery's solution](#)

**693.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Hovery's solution](#)

**694.**

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[Hovery's solution](#)

**695.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Hovery's solution](#)

**696.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Hovery's solution](#)

**697.**

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Hovery's solution](#)

**698.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Hovery's solution](#)

**699.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Hovery's solution](#)

**700.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Hovery's solution](#)

**701.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Hovery's solution](#)

**702.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Hovery's solution](#)

**703.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**704.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Hovery's solution](#)

**705.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Hovery's solution](#)

**706.**

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, math

[Hovery's solution](#)

**707.**

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, number theory

[Hovery's solution](#)

**708.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Hovery's solution](#)

**709.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Hovery's solution](#)

**710.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Hovery's solution](#)

**711.**

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Hovery's solution](#)

**712.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Hovery's solution](#)

**713.**

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Hovery's solution](#)

**714.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[Hovery's solution](#)

**715.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Hovery's solution](#)

**716.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Hovery's solution](#)

**717.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Hovery's solution](#)

## 718.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Hovery's solution](#)

## 719.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[Hovery's solution](#)

## 720.

77C

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

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[Hovery's solution](#)

## 721.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Hovery's solution](#)

## 722.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Hovery's solution](#)

## 723.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Hovery's solution](#)

## 724.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Hovery's solution](#)

## 725.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Hovery's solution](#)

## 726.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Hovery's solution](#)

## 727.

1077F2

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

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Hovery's solution](#)

**728.**

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Hovery's solution](#)

**729.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,188 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Hovery's solution](#)

**730.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Hovery's solution](#)

**731.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Hovery's solution](#)

**732.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Hovery's solution](#)

**733.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Hovery's solution](#)

**734.**

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Hovery's solution](#)

**735.**

1106E

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

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2022-09-14 · last AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Hovery's solution](#)

**736.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, probabilities

[Hovery's solution](#)

**737.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Hovery's solution](#)

**738.**

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Hovery's solution](#)

**739.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Hovery's solution](#)

**740.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Hovery's solution](#)

**741.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Hovery's solution](#)

**742.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Hovery's solution](#)

**743.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Hovery's solution](#)

**744.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Hovery's solution](#)

**745.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-08-21 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Hovery's solution](#)

**746.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2022-08-21 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Hovery's solution](#)

**747.**

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Hovery's solution](#)

**748.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-04-03 · last AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Hovery's solution](#)

**749.**

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math

[Hovery's solution](#)

**750.**

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Hovery's solution](#)

**751.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Hovery's solution](#)

**752.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Hovery's solution](#)

**753.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Hovery's solution](#)

**754.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Hovery's solution](#)

**755.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Hovery's solution](#)

**756.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Hovery's solution](#)

**757.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Hovery's solution](#)

**758.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**759.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Hovery's solution](#)

**760.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**761.**

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Hovery's solution](#)

**762.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Hovery's solution](#)

**763.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Hovery's solution](#)

**764.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[Hovery's solution](#)

**765.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Hovery's solution](#)

**766.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Hovery's solution](#)

**767.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Hovery's solution](#)

**768.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[Hovery's solution](#)

**769.**

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[Hovery's solution](#)

**770.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[Hovery's solution](#)

**771.**

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[Hovery's solution](#)

**772.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-26 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory  
[Hovery's solution](#)

**773.**

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings  
[Hovery's solution](#)

**774.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-26 · last AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees  
[Hovery's solution](#)

**775.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities  
[Hovery's solution](#)

**776.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search  
[Hovery's solution](#)

**777.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-11-29 · last AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry  
[Hovery's solution](#)

**778.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-09-29 · last AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Hovery's solution](#)

**779.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**780.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**781.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Hovery's solution](#)

**782.**

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Hovery's solution](#)

**783.**

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Hovery's solution](#)

**784.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Hovery's solution](#)

**785.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Hovery's solution](#)

**786.**

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Hovery's solution](#)

**787.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Hovery's solution](#)

**788.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Hovery's solution](#)

**789.**

505D

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

Quality: 2,929 global accepts · Rating: 2200 · first AC: 2023-01-05 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Hovery's solution](#)

**790.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Hovery's solution](#)

**791.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Hovery's solution](#)

**792.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-08-31 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Hovery's solution](#)

**793.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Hovery's solution](#)

**794.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, number theory

[Hovery's solution](#)

**795.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Hovery's solution](#)

**796.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Hovery's solution](#)

**797.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · last AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Hovery's solution](#)

**798.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Hovery's solution](#)

**799.**

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Hovery's solution](#)

**800.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Hovery's solution](#)

**801.**

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Hovery's solution](#)

**802.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**803.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Hovery's solution](#)

**804.**

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Hovery's solution](#)

**805.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[Hovery's solution](#)

**806.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Hovery's solution](#)

**807.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Hovery's solution](#)

**808.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Hovery's solution](#)

**809.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Hovery's solution](#)

**810.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[Hovery's solution](#)

**811.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Hovery's solution](#)

**812.**

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Hovery's solution](#)

**813.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Hovery's solution](#)

**814.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Hovery's solution](#)

**815.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Hovery's solution](#)

**816.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Hovery's solution](#)

**817.**

1504E

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

Rating: 2200 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Hovery's solution](#)

**818.**

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Hovery's solution](#)

**819.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Hovery's solution](#)

**820.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Hovery's solution](#)

**821.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**822.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Hovery's solution](#)

**823.**

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Hovery's solution](#)

**824.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Hovery's solution](#)

**825.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Hovery's solution](#)

**826.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[Hovery's solution](#)

**827.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Hovery's solution](#)

**828.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Hovery's solution](#)

**829.**

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees  
[Hovery's solution](#)

**830.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math  
[Hovery's solution](#)

**831.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp  
[Hovery's solution](#)

**832.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math  
[Hovery's solution](#)

**833.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers  
[Hovery's solution](#)

**834.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math  
[Hovery's solution](#)

**835.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees  
[Hovery's solution](#)

**836.**

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[Hovery's solution](#)

**837.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[Hovery's solution](#)

**838.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Hovery's solution](#)

**839.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Hovery's solution](#)

**840.**

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2021-09-11 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Hovery's solution](#)

**841.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Hovery's solution](#)

**842.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Hovery's solution](#)

**843.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Hovery's solution](#)

**844.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Hovery's solution](#)

**845.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Hovery's solution](#)

**846.**

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings

[Hovery's solution](#)

**847.**

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Hovery's solution](#)

**848.**

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Hovery's solution](#)

**849.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Hovery's solution](#)

**850.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Hovery's solution](#)

**851.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Hovery's solution](#)

**852.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Hovery's solution](#)

**853.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[Hovery's solution](#)

**854.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Hovery's solution](#)

**855.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Hovery's solution](#)

**856.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Hovery's solution](#)

**857.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Hovery's solution](#)

**858.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Hovery's solution](#)

**859.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Hovery's solution](#)

**860.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Hovery's solution](#)

**861.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Hovery's solution](#)

**862.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Hovery's solution](#)

**863.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Hovery's solution](#)

**864.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[Hovery's solution](#)

**865.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Hovery's solution](#)

**866.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Hovery's solution](#)

**867.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Hovery's solution](#)

**868.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Hovery's solution](#)

**869.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Hovery's solution](#)

**870.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Hovery's solution](#)

**871.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Hovery's solution](#)

**872.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[Hovery's solution](#)

**873.**

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2022-11-09 · last AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Hovery's solution](#)

**874.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Hovery's solution](#)

**875.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Hovery's solution](#)

**876.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[Hovery's solution](#)

**877.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Hovery's solution](#)

**878.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2023-04-24 · last AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Hovery's solution](#)

**879.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Hovery's solution](#)

**880.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Hovery's solution](#)

**881.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: games

[Hovery's solution](#)

**882.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Hovery's solution](#)

**883.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Hovery's solution](#)

**884.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Hovery's solution](#)

**885.**

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Hovery's solution](#)

**886.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Hovery's solution](#)

**887.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices  
[Hovery's solution](#)

**888.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-10-14 · last AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Hovery's solution](#)

**889.**

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-08-15 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Hovery's solution](#)

**890.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle

[Hovery's solution](#)

**891.**

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-03-08 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[Hovery's solution](#)

**892.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2023-03-08 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[Hovery's solution](#)

**893.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Hovery's solution](#)

**894.**

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Hovery's solution](#)

**895.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Hovery's solution](#)

**896.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Hovery's solution](#)

**897.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[Hovery's solution](#)

**898.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Hovery's solution](#)

**899.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**900.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Hovery's solution](#)

**901.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Hovery's solution](#)

**902.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Hovery's solution](#)

**903.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[Hovery's solution](#)

**904.**

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2023-01-31 · last AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Hovery's solution](#)

**905.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Hovery's solution](#)

**906.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Hovery's solution](#)

**907.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

dfs and similar, divide and conquer, dp, probabilities, trees

[Hovery's solution](#)

**908.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Hovery's solution](#)

**909.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-12-04 · last AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Hovery's solution](#)

**910.**

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Hovery's solution](#)

**911.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**912.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Hovery's solution](#)

**913.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Hovery's solution](#)

**914.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[Hovery's solution](#)

**915.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Hovery's solution](#)

**916.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Hovery's solution](#)

**917.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, dp, graphs, sortings, trees, two pointers

[Hovery's solution](#)

**918.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Hovery's solution](#)

**919.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Hovery's solution](#)

**920.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Hovery's solution](#)

**921.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Hovery's solution](#)

**922.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Hovery's solution](#)

**923.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Hovery's solution](#)

**924.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**925.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Hovery's solution](#)

**926.**

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-30 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Hovery's solution](#)

**927.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2022-09-04 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Hovery's solution](#)

**928.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Hovery's solution](#)

**929.**

1408F

[Two Different · Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Hovery's solution](#)

**930.**

1385G

[Columns Swaps · Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Hovery's solution](#)

**931.**

1385F

[Removing Leaves · Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Hovery's solution](#)

**932.**

888G

[Xor-MST · Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Hovery's solution](#)

**933.**

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Hovery's solution](#)

**934.**

713C

[Sonya and Problem Without a Legend · Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Hovery's solution](#)

**935.**

727F

[Polycarp's problems · Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Hovery's solution](#)

**936.**

1693C

[Keshi in Search of AmShZ · Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Hovery's solution](#)

**937.**

1268C

[K Integers · Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Hovery's solution](#)

**938.**

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2021-07-31 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[Hovery's solution](#)

**939.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Hovery's solution](#)

**940.**

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Hovery's solution](#)

**941.**

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Hovery's solution](#)

**942.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Hovery's solution](#)

**943.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Hovery's solution](#)

**944.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[Hovery's solution](#)

**945.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Hovery's solution](#)

**946.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Hovery's solution](#)

**947.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Hovery's solution](#)

**948.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Hovery's solution](#)

**949.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Hovery's solution](#)

**950.**

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Hovery's solution](#)

**951.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,305 global accepts · Rating: 2400 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Hovery's solution](#)

**952.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Hovery's solution](#)

**953.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[Hovery's solution](#)

**954.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Hovery's solution](#)

**955.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Hovery's solution](#)

**956.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Hovery's solution](#)

**957.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[Hovery's solution](#)

**958.**

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hovery's solution](#)

**959.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[Hovery's solution](#)

**960.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**961.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Hovery's solution](#)

**962.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Hovery's solution](#)

**963.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**964.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Hovery's solution](#)

**965.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-06-13 · last AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Hovery's solution](#)

**966.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Hovery's solution](#)

**967.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs

and similar, graphs, shortest paths, trees

[Hovery's solution](#)

**968.**

1633E

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

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Hovery's solution](#)

**969.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Hovery's solution](#)

**970.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Hovery's solution](#)

**971.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Hovery's solution](#)

**972.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Hovery's solution](#)

**973.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Hovery's solution](#)

**974.**

1591F

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

Rating: 2400 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Hovery's solution](#)

**975.**

1585F

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

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Hovery's solution](#)

**976.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Hovery's solution](#)

**977.**

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Hovery's solution](#)

**978.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[Hovery's solution](#)

**979.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Hovery's solution](#)

**980.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Hovery's solution](#)

**981.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · last AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Hovery's solution](#)

**982.**

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Hovery's solution](#)

**983.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-12-14 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Hovery's solution](#)

**984.**

1367F2

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

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2022-10-31 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Hovery's solution](#)

**985.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-08-28 · last AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Hovery's solution](#)

**986.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation

[Hovery's solution](#)

**987.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**988.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Hovery's solution](#)

**989.**

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Hovery's solution](#)

**990.**

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[Hovery's solution](#)

**991.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,915 global accepts · Rating: 2400 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Hovery's solution](#)

**992.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Hovery's solution](#)

**993.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Hovery's solution](#)

**994.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Hovery's solution](#)

**995.**

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Hovery's solution](#)

**996.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Hovery's solution](#)

**997.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Hovery's solution](#)

**998.**

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Hovery's solution](#)

**999.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Hovery's solution](#)

**1000.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**1001.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Hovery's solution](#)

**1002.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Hovery's solution](#)

**1003.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Hovery's solution](#)

**1004.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Hovery's solution](#)

**1005.**

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Hovery's solution](#)

**1006.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Hovery's solution](#)

**1007.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hovery's solution](#)

**1008.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[Hovery's solution](#)

**1009.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Hovery's solution](#)

**1010.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[Hovery's solution](#)

**1011.**

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Hovery's solution](#)

**1012.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees

[Hovery's solution](#)

**1013.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Hovery's solution](#)

**1014.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Hovery's solution](#)

**1015.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[Hovery's solution](#)

**1016.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Hovery's solution](#)

**1017.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Hovery's solution](#)**1018.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Hovery's solution](#)**1019.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Hovery's solution](#)**1020.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[Hovery's solution](#)**1021.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Hovery's solution](#)**1022.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Hovery's solution](#)**1023.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Hovery's solution](#)**1024.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Hovery's solution](#)**1025.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Hovery's solution](#)**1026.**

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[Hovery's solution](#)

### 1027.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Hovery's solution](#)

### 1028.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Hovery's solution](#)

### 1029.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Hovery's solution](#)

### 1030.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Hovery's solution](#)

### 1031.

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Hovery's solution](#)

### 1032.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Hovery's solution](#)

### 1033.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Hovery's solution](#)

### 1034.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[Hovery's solution](#)

### 1035.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Hovery's solution](#)

### 1036.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Hovery's solution](#)

**1037.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Hovery's solution](#)

**1038.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[Hovery's solution](#)

**1039.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Hovery's solution](#)

**1040.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Hovery's solution](#)

**1041.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**1042.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Hovery's solution](#)

**1043.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Hovery's solution](#)

**1044.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Hovery's solution](#)

**1045.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Hovery's solution](#)

**1046.**

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, greedy, sortings

[Hovery's solution](#)

**1047.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-09-17 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Hovery's solution](#)

**1048.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Hovery's solution](#)

**1049.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Hovery's solution](#)

**1050.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Hovery's solution](#)

**1051.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[Hovery's solution](#)

**1052.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Hovery's solution](#)

**1053.**

1866K

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

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

[Hovery's solution](#)

**1054.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Hovery's solution](#)

**1055.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Hovery's solution](#)

**1056.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Hovery's solution](#)

**1057.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hovery's solution](#)

**1058.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Hovery's solution](#)

**1059.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Hovery's solution](#)

**1060.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Hovery's solution](#)

**1061.**

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Hovery's solution](#)

**1062.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Hovery's solution](#)

**1063.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Hovery's solution](#)

**1064.**

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Hovery's solution](#)

**1065.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, matrices

[Hovery's solution](#)

**1066.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings  
[Hovery's solution](#)

**1067.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[Hovery's solution](#)

**1068.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[Hovery's solution](#)

**1069.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs  
[Hovery's solution](#)

**1070.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math  
[Hovery's solution](#)

**1071.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees  
[Hovery's solution](#)

**1072.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory  
[Hovery's solution](#)

**1073.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory  
[Hovery's solution](#)

**1074.**

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp  
[Hovery's solution](#)

**1075.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs  
[Hovery's solution](#)

**1076.**

1778E

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

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs

and similar, math, trees

[Hovery's solution](#)

**1077.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Hovery's solution](#)

**1078.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Hovery's solution](#)

**1079.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Hovery's solution](#)

**1080.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, trees

[Hovery's solution](#)

**1081.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-06-20 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Hovery's solution](#)

**1082.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-06-21 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Hovery's solution](#)

**1083.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Hovery's solution](#)

**1084.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Hovery's solution](#)

**1085.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Hovery's solution](#)

**1086.**

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, graphs, trees

[Hovery's solution](#)

### 1087.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Hovery's solution](#)

### 1088.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Hovery's solution](#)

### 1089.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Hovery's solution](#)

### 1090.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Hovery's solution](#)

### 1091.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Hovery's solution](#)

### 1092.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2022-08-25 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Hovery's solution](#)

### 1093.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Hovery's solution](#)

### 1094.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Hovery's solution](#)

### 1095.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, strings

[Hovery's solution](#)

**1096.**

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Hovery's solution](#)

**1097.**

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu

[Hovery's solution](#)

**1098.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[Hovery's solution](#)

**1099.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Hovery's solution](#)

**1100.**

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Hovery's solution](#)

**1101.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Hovery's solution](#)

**1102.**

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Hovery's solution](#)

**1103.**

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Hovery's solution](#)

**1104.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Hovery's solution](#)

**1105.**

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dp

[Hovery's solution](#)

**1106.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**1107.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Hovery's solution](#)

**1108.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[Hovery's solution](#)

**1109.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Hovery's solution](#)

**1110.**

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Hovery's solution](#)

**1111.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Hovery's solution](#)

**1112.**

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Hovery's solution](#)

**1113.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[Hovery's solution](#)

**1114.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Hovery's solution](#)

**1115.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Hovery's solution](#)

**1116.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Hovery's solution](#)

**1117.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Hovery's solution](#)

**1118.**

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2023-01-07 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Hovery's solution](#)

**1119.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Hovery's solution](#)

**1120.**

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Hovery's solution](#)

**1121.**

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[Hovery's solution](#)

**1122.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Hovery's solution](#)

**1123.**

1647E

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

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-12-10 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Hovery's solution](#)

**1124.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Hovery's solution](#)

**1125.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Hovery's solution](#)

### 1126.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Hovery's solution](#)

### 1127.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Hovery's solution](#)

### 1128.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Hovery's solution](#)

### 1129.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Hovery's solution](#)

### 1130.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[Hovery's solution](#)

### 1131.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Hovery's solution](#)

### 1132.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Hovery's solution](#)

### 1133.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Hovery's solution](#)

### 1134.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Hovery's solution](#)

### 1135.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Hovery's solution](#)

### 1136.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Hovery's solution](#)

### 1137.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Hovery's solution](#)

### 1138.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, implementation

[Hovery's solution](#)

### 1139.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Hovery's solution](#)

### 1140.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Hovery's solution](#)

### 1141.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-07-13 · FPC (first AC) · Tags: binary search, constructive algorithms, math

[Hovery's solution](#)

### 1142.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Hovery's solution](#)

### 1143.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Hovery's solution](#)

### 1144.

1679F

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

Quality: 772 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[Hovery's solution](#)

### 1145.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, dp, hashing, strings

[Hovery's solution](#)

**1146.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Hovery's solution](#)

**1147.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Hovery's solution](#)

**1148.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Hovery's solution](#)

**1149.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Hovery's solution](#)

**1150.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Hovery's solution](#)

**1151.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Hovery's solution](#)

**1152.**

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Hovery's solution](#)

**1153.**

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2023-10-10 · last AC: 2023-10-10 · PHP (first AC) · Tags: —

[Hovery's solution](#)

**1154.**

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Hovery's solution](#)

**1155.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Hovery's solution](#)

**1156.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Hovery's solution](#)

**1157.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[Hovery's solution](#)

**1158.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Hovery's solution](#)

**1159.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Hovery's solution](#)

**1160.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Hovery's solution](#)

**1161.**

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Hovery's solution](#)

**1162.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[Hovery's solution](#)

**1163.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Hovery's solution](#)

**1164.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2023-03-01 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Hovery's solution](#)

**1165.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[Hovery's solution](#)

**1166.**

1217F

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

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Hovery's solution](#)

**1167.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Hovery's solution](#)

**1168.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Hovery's solution](#)

**1169.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[Hovery's solution](#)

**1170.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Hovery's solution](#)

**1171.**

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Hovery's solution](#)

**1172.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Hovery's solution](#)

**1173.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Hovery's solution](#)

**1174.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Hovery's solution](#)

**1175.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Hovery's solution](#)

**1176.**

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[Hovery's solution](#)

**1177.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Hovery's solution](#)

**1178.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Hovery's solution](#)

**1179.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Hovery's solution](#)

**1180.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Hovery's solution](#)

**1181.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[Hovery's solution](#)

**1182.**

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Hovery's solution](#)

**1183.**

612F

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

Quality: 466 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**1184.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Hovery's solution](#)

**1185.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Hovery's solution](#)

**1186.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Hovery's solution](#)

**1187.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Hovery's solution](#)

**1188.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Hovery's solution](#)

**1189.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Hovery's solution](#)

**1190.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Hovery's solution](#)

**1191.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Hovery's solution](#)

**1192.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Hovery's solution](#)

**1193.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Hovery's solution](#)

**1194.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Hovery's solution](#)

**1195.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Hovery's solution](#)

**1196.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hovery's solution](#)

**1197.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[Hovery's solution](#)

**1198.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[Hovery's solution](#)

**1199.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Hovery's solution](#)

**1200.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Hovery's solution](#)

**1201.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Hovery's solution](#)

**1202.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Hovery's solution](#)

**1203.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Hovery's solution](#)

**1204.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Hovery's solution](#)

**1205.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, matrices

[Hovery's solution](#)

**1206.**

1866E

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

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

[Hovery's solution](#)

**1207.**

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, matrices

[Hovery's solution](#)

**1208.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Hovery's solution](#)

**1209.**

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Hovery's solution](#)

**1210.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Hovery's solution](#)

**1211.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Hovery's solution](#)

**1212.**

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Hovery's solution](#)

**1213.**

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Hovery's solution](#)

**1214.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Hovery's solution](#)

**1215.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Hovery's solution](#)

**1216.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu  
[Hovery's solution](#)

**1217.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees  
[Hovery's solution](#)

**1218.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory  
[Hovery's solution](#)

**1219.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees  
[Hovery's solution](#)

**1220.**

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math  
[Hovery's solution](#)

**1221.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees  
[Hovery's solution](#)

**1222.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[Hovery's solution](#)

**1223.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings  
[Hovery's solution](#)

**1224.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[Hovery's solution](#)

**1225.**

1567F

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

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Hovery's solution](#)

**1226.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Hovery's solution](#)

**1227.**

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Hovery's solution](#)

**1228.**

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Hovery's solution](#)

**1229.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[Hovery's solution](#)

**1230.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Hovery's solution](#)

**1231.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Hovery's solution](#)

**1232.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[Hovery's solution](#)

**1233.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Hovery's solution](#)

**1234.**

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[Hovery's solution](#)

**1235.**

1795G

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

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

[Hovery's solution](#)

**1236.**

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Hovery's solution](#)

**1237.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Hovery's solution](#)

**1238.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Hovery's solution](#)

**1239.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Hovery's solution](#)

**1240.**

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Hovery's solution](#)

**1241.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[Hovery's solution](#)

**1242.**

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, math, sortings

[Hovery's solution](#)

**1243.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Hovery's solution](#)

**1244.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Hovery's solution](#)

**1245.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Hovery's solution](#)

**1246.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Hovery's solution](#)

### 1247.

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Hovery's solution](#)

### 1248.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Hovery's solution](#)

### 1249.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Hovery's solution](#)

### 1250.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hovery's solution](#)

### 1251.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hovery's solution](#)

### 1252.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Hovery's solution](#)

### 1253.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-12-16 · last AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Hovery's solution](#)

### 1254.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Hovery's solution](#)

### 1255.

1626F

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

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Hovery's solution](#)

### 1256.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

implementation, math

[Hovery's solution](#)

**1257.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Hovery's solution](#)

**1258.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Hovery's solution](#)

**1259.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2023-04-07 · last AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Hovery's solution](#)

**1260.**

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Hovery's solution](#)

**1261.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Hovery's solution](#)

**1262.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Hovery's solution](#)

**1263.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Hovery's solution](#)

**1264.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Hovery's solution](#)

**1265.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Hovery's solution](#)

**1266.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Hovery's solution](#)

**1267.**

1155F

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs

[Hovery's solution](#)**1268.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2022-01-23 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Hovery's solution](#)**1269.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Hovery's solution](#)**1270.**

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Hovery's solution](#)**1271.**

1705F

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

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Hovery's solution](#)**1272.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[Hovery's solution](#)**1273.**

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Hovery's solution](#)**1274.**

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[Hovery's solution](#)**1275.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Hovery's solution](#)**1276.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Hovery's solution](#)

**1277.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-06-19 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[Hovery's solution](#)

**1278.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Hovery's solution](#)

**1279.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Hovery's solution](#)

**1280.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-08-18 · last AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Hovery's solution](#)

**1281.**

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2022-07-09 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Hovery's solution](#)

**1282.**

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Hovery's solution](#)

**1283.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[Hovery's solution](#)

**1284.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[Hovery's solution](#)

**1285.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Hovery's solution](#)

**1286.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[Hovery's solution](#)

**1287.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[Hovery's solution](#)

**1288.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Hovery's solution](#)

**1289.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Hovery's solution](#)

**1290.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Hovery's solution](#)

**1291.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Hovery's solution](#)

**1292.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Hovery's solution](#)

**1293.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Hovery's solution](#)

**1294.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Hovery's solution](#)

**1295.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Hovery's solution](#)

**1296.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Hovery's solution](#)

**1297.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Hovery's solution](#)

**1298.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Hovery's solution](#)

**1299.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Hovery's solution](#)

**1300.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Hovery's solution](#)

**1301.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Hovery's solution](#)

**1302.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Hovery's solution](#)

**1303.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Hovery's solution](#)

**1304.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Hovery's solution](#)

**1305.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

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**1306.**

453E

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

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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**1307.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

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**1308.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: constructive algorithms

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**1309.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: data structures, dsu

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**1310.**

1598G

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**1311.**

1037G

[A Game on Strings](#) · [Tutorial](#)

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**1312.**

573E

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Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-10-21 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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**1313.**

772E

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Quality: 220 global accepts · Rating: 3200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees

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**1314.**

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Hovery's solution](#)

**1315.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Hovery's solution](#)

**1316.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Hovery's solution](#)

**1317.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Hovery's solution](#)

**1318.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[Hovery's solution](#)

**1319.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Hovery's solution](#)

**1320.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[Hovery's solution](#)

**1321.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Hovery's solution](#)

**1322.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Hovery's solution](#)

**1323.**

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory

[Hovery's solution](#)

**1324.**

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Hovery's solution](#)

**1325.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Hovery's solution](#)

**1326.**

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, trees

[Hovery's solution](#)

**1327.**

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures,

sortings

[Hovery's solution](#)

**1328.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2023-07-25 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Hovery's solution](#)

**1329.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation

[Hovery's solution](#)

**1330.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

[Hovery's solution](#)

**1331.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Hovery's solution](#)

**1332.**

104053H

[GameX](#) · [Tutorial](#)

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

[Hovery's solution](#)

**1333.**

104053E

[Elevator](#) · [Tutorial](#)

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

[Hovery's solution](#)

**1334.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Hovery's solution](#)