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Unique solved — Huah

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

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Count: 874

1.

2063A

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2.

1912L

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3.

1834A

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4.

1793A

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5.

1774A

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6.

1729A

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7.

1729B

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8.

1691A

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9.

1678A

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

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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10.

1678B1

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

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11.

1670A

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12.

1608A

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13.

1497A

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14.

1509A

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15.

1506A

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16.

1504A

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17.

1511A

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18.

1512B

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19.

1512A

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20.

1513A

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21.

1549B

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22.

1551B1

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23.

1551A

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24.

1554A

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25.

1556A

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26.

1557A

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27.

1560C

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28.

1560B

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29.

1560A

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30.

1562A

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31.

1566B

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32.

1566A

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33.

1567A

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34.

1569A

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35.

1574A

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36.

1573A

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37.

1579A

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38.

1583A

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39.

1584A

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40.

1581A

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41.

1592A

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42.

1594A

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43.

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44.

1611B

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45.

1611A

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46.

1614A

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47.

1612A

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48.

1605A

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49.

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50.

1602A

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51.

1604A

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52.

1549A

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53.

1607A

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54.

1582A

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55.

1499A

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56.

1561A

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57.

1552A

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58.

1553A

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59.

1515A

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60.

1517A

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61.

1516A

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62.

1519A

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63.

1519B

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64.

1550A

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65.

1514A

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66.

1530B

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67.

1530A

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68.

1546A

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69.

1547B

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70.

1547A

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71.

1520A

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72.

1520B

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73.

1541A

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74.

1538B

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75.

1538A

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76.

1539B

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77.

1537A

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78.

1542A

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79.

1536A

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80.

1534A

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81.

1535A

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82.

1523A

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83.

1525A

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84.

1529A

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85.

1526A

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86.

1527A

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87.

1498A

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88.

1481A

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89.

1323A

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90.

1304A

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91.

1271A

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92.

1281A

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93.

1243A

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94.

1186A

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95.

1173A

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96.

1152A

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97.

1150A

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98.

1144A

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99.

1106A

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100.

1056A

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101.

1087A

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102.

1080A

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103.

1061A

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1077A

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105.

1610A

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106.

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, interactive

[Huah's solution](#)

107.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Huah's solution](#)

108.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Huah's solution](#)

109.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Huah's solution](#)

110.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Huah's solution](#)

111.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[Huah's solution](#)

112.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Huah's solution](#)

113.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[Huah's solution](#)

114.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Huah's solution](#)

115.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Huah's solution](#)

116.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Huah's solution](#)

117.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Huah's solution](#)

118.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Huah's solution](#)

119.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Huah's solution](#)

120.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Huah's solution](#)

121.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Huah's solution](#)

122.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Huah's solution](#)

123.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Huah's solution](#)

124.

1144B

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

Quality: 18,337 global accepts · Rating: 900 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Huah's solution](#)

125.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-28 · last AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Huah's solution](#)

126.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Huah's solution](#)

127.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Huah's solution](#)

128.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Huah's solution](#)

129.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Huah's solution](#)

130.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Huah's solution](#)

131.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Huah's solution](#)

132.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,313 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Huah's solution](#)

133.

1506C

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

Quality: 35,630 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Huah's solution](#)

134.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Huah's solution](#)

135.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Huah's solution](#)

136.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Huah's solution](#)

137.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Huah's solution](#)

138.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Huah's solution](#)

139.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Huah's solution](#)

140.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Huah's solution](#)

141.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Huah's solution](#)

142.

1614B

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

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[Huah's solution](#)

143.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Huah's solution](#)

144.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[Huah's solution](#)

145.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[Huah's solution](#)

146.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[Huah's solution](#)

147.

1515B

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

Quality: 27,065 global accepts · Rating: 1000 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[Huah's solution](#)

148.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Huah's solution](#)

149.

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-07-12 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms
[Huah's solution](#)

150.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number

theory

[Huah's solution](#)

151.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[Huah's solution](#)

152.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Huah's solution](#)

153.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Huah's solution](#)

154.

1243B1

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

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Huah's solution](#)

155.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Huah's solution](#)

156.

1144C

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

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-04-03 · last AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Huah's solution](#)

157.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Huah's solution](#)

158.

1133A

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

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Huah's solution](#)

159.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Huah's solution](#)

160.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Huah's solution](#)

161.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Huah's solution](#)

162.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

163.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Huah's solution](#)

164.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Huah's solution](#)

165.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Huah's solution](#)

166.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Huah's solution](#)

167.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Huah's solution](#)

168.

1511C

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

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Huah's solution](#)

169.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Huah's solution](#)

170.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Huah's solution](#)

171.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Huah's solution](#)

172.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[Huah's solution](#)

173.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[Huah's solution](#)

174.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Huah's solution](#)

175.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[Huah's solution](#)

176.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Huah's solution](#)

177.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Huah's solution](#)

178.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Huah's solution](#)

179.

1575A

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

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

180.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Huah's solution](#)

181.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, two pointers
[Huah's solution](#)

182.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[Huah's solution](#)

183.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[Huah's solution](#)

184.

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Huah's solution](#)

185.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Huah's solution](#)

186.

1332A

[Exercising Walk](#) · [Tutorial](#)

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

[Huah's solution](#)

187.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Huah's solution](#)

188.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Huah's solution](#)

189.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Huah's solution](#)

190.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Huah's solution](#)

191.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Huah's solution](#)

192.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Huah's solution](#)

193.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Huah's solution](#)

194.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Huah's solution](#)

195.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Huah's solution](#)

196.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Huah's solution](#)

197.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Huah's solution](#)

198.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Huah's solution](#)

199.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

200.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Huah's solution](#)

201.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Huah's solution](#)

202.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,711 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Huah's solution](#)

203.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Huah's solution](#)

204.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Huah's solution](#)

205.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Huah's solution](#)

206.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Huah's solution](#)

207.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Huah's solution](#)

208.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[Huah's solution](#)

209.

1598C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Huah's solution](#)

210.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Huah's solution](#)

211.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Huah's solution](#)

212.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Huah's solution](#)

213.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Huah's solution](#)

214.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Huah's solution](#)

215.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Huah's solution](#)

216.

1530C

[Pursuit](#) · [Tutorial](#)

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

[Huah's solution](#)

217.

1546B

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

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

[Huah's solution](#)

218.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[Huah's solution](#)

219.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Huah's solution](#)

220.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[Huah's solution](#)

221.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Huah's solution](#)

222.

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Huah's solution](#)

223.

1527B1

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

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[Huah's solution](#)

224.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Huah's solution](#)

225.

1363A

[Odd Selection](#) · [Tutorial](#)

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

[Huah's solution](#)

226.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Huah's solution](#)

227.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Huah's solution](#)

228.

1150C

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

Rating: 1200 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Huah's solution](#)

229.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,120 global accepts · Rating: 1200 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Huah's solution](#)

230.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Huah's solution](#)

231.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Huah's solution](#)

232.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Huah's solution](#)

233.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Huah's solution](#)

234.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Huah's solution](#)

235.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Huah's solution](#)

236.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Huah's solution](#)

237.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Huah's solution](#)

238.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Huah's solution](#)

239.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Huah's solution](#)

240.

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Huah's solution](#)

241.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Huah's solution](#)

242.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Huah's solution](#)

243.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Huah's solution](#)

244.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Huah's solution](#)

245.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Huah's solution](#)

246.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Huah's solution](#)

247.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Huah's solution](#)

248.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

[Huah's solution](#)

249.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Huah's solution](#)

250.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Huah's solution](#)

251.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Huah's solution](#)

252.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Huah's solution](#)

253.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Huah's solution](#)

254.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Huah's solution](#)

255.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Huah's solution](#)

256.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-05-04 · last AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Huah's solution](#)

257.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Huah's solution](#)

258.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Huah's solution](#)

259.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Huah's solution](#)

260.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Huah's solution](#)

261.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Huah's solution](#)

262.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Huah's solution](#)

263.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Huah's solution](#)

264.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Huah's solution](#)

265.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Huah's solution](#)

266.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Huah's solution](#)

267.

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Huah's solution](#)

268.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Huah's solution](#)

269.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Huah's solution](#)

270.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Huah's solution](#)

271.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar

[Huah's solution](#)

272.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Huah's solution](#)

273.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Huah's solution](#)

274.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Huah's solution](#)

275.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Huah's solution](#)

276.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Huah's solution](#)

277.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Huah's solution](#)

278.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Huah's solution](#)

279.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,610 global accepts · Rating: 1400 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, math

[Huah's solution](#)

280.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Huah's solution](#)

281.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Huah's solution](#)

282.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Huah's solution](#)

283.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Huah's solution](#)

284.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

285.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Huah's solution](#)

286.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Huah's solution](#)

287.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Huah's solution](#)

288.

1774B

[Coloring](#) · [Tutorial](#)

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

[Huah's solution](#)

289.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Huah's solution](#)

290.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, strings

[Huah's solution](#)

291.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

292.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Huah's solution](#)

293.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Huah's solution](#)

294.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Huah's solution](#)

295.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[Huah's solution](#)

296.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[Huah's solution](#)

297.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[Huah's solution](#)

298.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Huah's solution](#)

299.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Huah's solution](#)

300.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Huah's solution](#)

301.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Huah's solution](#)

302.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Huah's solution](#)

303.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Huah's solution](#)

304.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Huah's solution](#)

305.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[Huah's solution](#)

306.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory
[Huah's solution](#)

307.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Huah's solution](#)

308.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[Huah's solution](#)

309.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[Huah's solution](#)

310.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Huah's solution](#)

311.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Huah's solution](#)

312.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Huah's solution](#)

313.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

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314.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: number theory

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315.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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316.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

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317.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Huah's solution](#)

318.

1141D

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Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Huah's solution](#)

319.

1141C

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Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Huah's solution](#)

320.

1133D

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Quality: 16,451 global accepts · Rating: 1500 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Huah's solution](#)

321.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Huah's solution](#)

322.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Huah's solution](#)

323.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Huah's solution](#)

324.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Huah's solution](#)

325.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Huah's solution](#)

326.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Huah's solution](#)

327.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Huah's solution](#)

328.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Huah's solution](#)

329.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Huah's solution](#)

330.

1678C

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

Rating: 1600 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Huah's solution](#)

331.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Huah's solution](#)

332.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Huah's solution](#)

333.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

334.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, number theory

[Huah's solution](#)

335.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Huah's solution](#)

336.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Huah's solution](#)

337.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Huah's solution](#)

338.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Huah's solution](#)

339.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Huah's solution](#)

340.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Huah's solution](#)

341.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Huah's solution](#)

342.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Huah's solution](#)

343.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Huah's solution](#)

344.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Huah's solution](#)

345.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

346.

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Huah's solution](#)

347.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Huah's solution](#)

348.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Huah's solution](#)

349.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Huah's solution](#)

350.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Huah's solution](#)

351.

1530D

[Secret Santa](#) · [Tutorial](#)

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

[Huah's solution](#)

352.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Huah's solution](#)

353.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: binary search, interactive

[Huah's solution](#)

354.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Huah's solution](#)

355.

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Huah's solution](#)

356.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[Huah's solution](#)

357.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Huah's solution](#)

358.

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[Huah's solution](#)

359.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[Huah's solution](#)

360.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Huah's solution](#)

361.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Huah's solution](#)

362.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Huah's solution](#)

363.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Huah's solution](#)

364.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · last AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Huah's solution](#)

365.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Huah's solution](#)

366.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Huah's solution](#)

367.

1243B2

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

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Huah's solution](#)

368.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Huah's solution](#)

369.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Huah's solution](#)

370.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2018-12-26 · last AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Huah's solution](#)

371.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Huah's solution](#)

372.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Huah's solution](#)

373.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Huah's solution](#)

374.

1077D

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Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Huah's solution](#)

375.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Huah's solution](#)

376.

1678D

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

Rating: 1700 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Huah's solution](#)

377.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Huah's solution](#)

378.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

379.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Huah's solution](#)

380.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Huah's solution](#)

381.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Huah's solution](#)

382.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Huah's solution](#)

383.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Huah's solution](#)

384.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Huah's solution](#)

385.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Huah's solution](#)

386.

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Huah's solution](#)

387.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Huah's solution](#)

388.

1611E1

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

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Huah's solution](#)

389.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Huah's solution](#)

390.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Huah's solution](#)

391.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Huah's solution](#)

392.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Huah's solution](#)

393.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Huah's solution](#)

394.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Huah's solution](#)

395.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Huah's solution](#)

396.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Huah's solution](#)

397.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

398.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy,

implementation

[Huah's solution](#)

399.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Huah's solution](#)

400.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Huah's solution](#)

401.

1538D

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

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Huah's solution](#)

402.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: games, math, number theory

[Huah's solution](#)

403.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Huah's solution](#)

404.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Huah's solution](#)

405.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[Huah's solution](#)

406.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Huah's solution](#)

407.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Huah's solution](#)

408.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Huah's solution](#)

409.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Huah's solution](#)

410.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Huah's solution](#)

411.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Huah's solution](#)

412.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Huah's solution](#)

413.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · last AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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414.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

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415.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Huah's solution](#)

416.

1793D

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Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

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417.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[Huah's solution](#)

418.

1691D

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Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

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419.

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Huah's solution](#)

420.

1500A

[Going Home · Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

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421.

1505E

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Huah's solution](#)

422.

1505D

[Xenolith? Hippodrome? · Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory

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423.

1509C

[The Sports Festival · Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Huah's solution](#)

424.

1554D

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Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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425.

1554C

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Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Huah's solution](#)

426.

1556D

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Quality: 8,591 global accepts · Rating: 1800 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Huah's solution](#)

427.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Huah's solution](#)

428.

1560E

[Polycarp and String Transformation · Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, strings

[Huah's solution](#)

429.

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Huah's solution](#)

430.

1611F

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Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Huah's solution](#)

431.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Huah's solution](#)

432.

1575D

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

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[Huah's solution](#)

433.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Huah's solution](#)

434.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Huah's solution](#)

435.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Huah's solution](#)

436.

1552D

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

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

[Huah's solution](#)

437.

1552C

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

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

[Huah's solution](#)

438.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Huah's solution](#)

439.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees
[Huah's solution](#)

440.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[Huah's solution](#)

441.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy
[Huah's solution](#)

442.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers
[Huah's solution](#)

443.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[Huah's solution](#)

444.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers
[Huah's solution](#)

445.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Huah's solution](#)

446.

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[Huah's solution](#)

447.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Huah's solution](#)

448.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · last AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[Huah's solution](#)

449.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Huah's solution](#)

450.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · last AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Huah's solution](#)

451.

1133E

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Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

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452.

1077E

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Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-21 · last AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Huah's solution](#)

453.

2013D

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Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Huah's solution](#)

454.

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[Huah's solution](#)

455.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Huah's solution](#)

456.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Huah's solution](#)

457.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Huah's solution](#)

458.

1729F

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

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[Huah's solution](#)

459.

1678E

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

Rating: 1900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[Huah's solution](#)

460.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Huah's solution](#)

461.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, two pointers

[Huah's solution](#)

462.

1611E2

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

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Huah's solution](#)

463.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Huah's solution](#)

464.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Huah's solution](#)

465.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Huah's solution](#)

466.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Huah's solution](#)

467.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[Huah's solution](#)

468.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Huah's solution](#)

469.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Huah's solution](#)

470.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Huah's solution](#)

471.

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Huah's solution](#)

472.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[Huah's solution](#)

473.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Huah's solution](#)

474.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-27 · last AC: 2021-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[Huah's solution](#)

475.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Huah's solution](#)

476.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Huah's solution](#)

477.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-17 · last AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Huah's solution](#)

478.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Huah's solution](#)

479.

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[Huah's solution](#)

480.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[Huah's solution](#)

481.

1181C

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Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-17 · last AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Huah's solution](#)

482.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Huah's solution](#)

483.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Huah's solution](#)

484.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-29 · last AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Huah's solution](#)

485.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-29 · last AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Huah's solution](#)

486.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Huah's solution](#)

487.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Huah's solution](#)

488.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Huah's solution](#)

489.

1077F1

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

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-12-01 · last AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Huah's solution](#)

490.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Huah's solution](#)

491.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Huah's solution](#)

492.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Huah's solution](#)

493.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Huah's solution](#)

494.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Huah's solution](#)

495.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Huah's solution](#)

496.

1588B

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

Rating: 2000 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Huah's solution](#)

497.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Huah's solution](#)

498.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Huah's solution](#)

499.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Huah's solution](#)

500.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Huah's solution](#)

501.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Huah's solution](#)

502.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Huah's solution](#)

503.

1567D

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

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

[Huah's solution](#)

504.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Huah's solution](#)

505.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[Huah's solution](#)

506.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Huah's solution](#)

507.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Huah's solution](#)

508.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[Huah's solution](#)

509.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Huah's solution](#)

510.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Huah's solution](#)

511.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Huah's solution](#)

512.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Huah's solution](#)

513.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Huah's solution](#)

514.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Huah's solution](#)

515.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Huah's solution](#)

516.

1281E

[Jeremy Bearimy](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, trees

[Huah's solution](#)

517.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Huah's solution](#)

518.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2019-04-22 · last AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[Huah's solution](#)

519.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Huah's solution](#)

520.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Huah's solution](#)

521.

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Huah's solution](#)

522.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Huah's solution](#)

523.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[Huah's solution](#)

524.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Huah's solution](#)

525.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Huah's solution](#)

526.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Huah's solution](#)

527.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Huah's solution](#)

528.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Huah's solution](#)

529.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer,

dp, sortings

[Huah's solution](#)

530.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Huah's solution](#)

531.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Huah's solution](#)

532.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Huah's solution](#)

533.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Huah's solution](#)

534.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Huah's solution](#)

535.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Huah's solution](#)

536.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Huah's solution](#)

537.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Huah's solution](#)

538.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Huah's solution](#)

539.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Huah's solution](#)

540.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Huah's solution](#)

541.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Huah's solution](#)

542.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Huah's solution](#)

543.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[Huah's solution](#)

544.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Huah's solution](#)

545.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Huah's solution](#)

546.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Huah's solution](#)

547.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Huah's solution](#)

548.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Huah's solution](#)

549.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Huah's solution](#)

550.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[Huah's solution](#)

551.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Huah's solution](#)

552.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Huah's solution](#)

553.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2019-03-20 · last AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Huah's solution](#)

554.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-12-07 · last AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Huah's solution](#)

555.

1077F2

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

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2018-12-01 · last AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Huah's solution](#)

556.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Huah's solution](#)

557.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Huah's solution](#)

558.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Huah's solution](#)

559.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Huah's solution](#)

560.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Huah's solution](#)

561.

1505I

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

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-12-03 · Secret 2021 (first AC) · Tags: *special

[Huah's solution](#)

562.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[Huah's solution](#)

563.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Huah's solution](#)

564.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Huah's solution](#)

565.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Huah's solution](#)

566.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Huah's solution](#)

567.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Huah's solution](#)

568.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Huah's solution](#)

569.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Huah's solution](#)

570.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Huah's solution](#)

571.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Huah's solution](#)

572.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Huah's solution](#)

573.

1567E

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

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

[Huah's solution](#)

574.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Huah's solution](#)

575.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Huah's solution](#)

576.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · last AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Huah's solution](#)

577.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Huah's solution](#)

578.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Huah's solution](#)

579.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Huah's solution](#)

580.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Huah's solution](#)

581.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Huah's solution](#)

582.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Huah's solution](#)

583.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Huah's solution](#)

584.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Huah's solution](#)

585.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Huah's solution](#)

586.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Huah's solution](#)

587.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Huah's solution](#)

588.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Huah's solution](#)

589.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-30 · last AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp,

graphs, implementation

[Huah's solution](#)

590.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-30 · last AC: 2021-03-30 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Huah's solution](#)

591.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Huah's solution](#)

592.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · last AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Huah's solution](#)

593.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-17 · last AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Huah's solution](#)

594.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-04-30 · last AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Huah's solution](#)

595.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Huah's solution](#)

596.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Huah's solution](#)

597.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · last AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Huah's solution](#)

598.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-27 · last AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Huah's solution](#)

599.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · last AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data

structures, dfs and similar, dp, greedy, trees

[Huah's solution](#)

600.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-07-23 · Rust 2021 (first AC) · Tags: graphs, math, number theory, shortest paths

[Huah's solution](#)

601.

1912J

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

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

602.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-28 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Huah's solution](#)

603.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[Huah's solution](#)

604.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Huah's solution](#)

605.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[Huah's solution](#)

606.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Huah's solution](#)

607.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[Huah's solution](#)

608.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Huah's solution](#)

609.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Huah's solution](#)

610.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Huah's solution](#)

611.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-09-14 · last AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Huah's solution](#)

612.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Huah's solution](#)

613.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Huah's solution](#)

614.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Huah's solution](#)

615.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Huah's solution](#)

616.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[Huah's solution](#)

617.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Huah's solution](#)

618.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-02 · last AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Huah's solution](#)

619.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Huah's solution](#)

620.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Huah's solution](#)

621.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Huah's solution](#)

622.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Huah's solution](#)

623.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Huah's solution](#)

624.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Huah's solution](#)

625.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Huah's solution](#)

626.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Huah's solution](#)

627.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-09-11 · last AC: 2020-09-11 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[Huah's solution](#)

628.

1323E

[Instant Noodles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-31 · last AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory

[Huah's solution](#)

629.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data

structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Huah's solution](#)

630.

1912H

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

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Huah's solution](#)

631.

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Huah's solution](#)

632.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Huah's solution](#)

633.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Huah's solution](#)

634.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Huah's solution](#)

635.

1591F

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

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

[Huah's solution](#)

636.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Huah's solution](#)

637.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Huah's solution](#)

638.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Huah's solution](#)

639.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Huah's solution](#)

640.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Huah's solution](#)

641.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[Huah's solution](#)

642.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Huah's solution](#)

643.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Huah's solution](#)

644.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Huah's solution](#)

645.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

646.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Huah's solution](#)

647.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Huah's solution](#)

648.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-06-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Huah's solution](#)

649.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math
[Huah's solution](#)

650.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Huah's solution](#)

651.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Huah's solution](#)

652.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Huah's solution](#)

653.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Huah's solution](#)

654.

331C2

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

Quality: 440 global accepts · Rating: 2400 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Huah's solution](#)

655.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Huah's solution](#)

656.

1678F

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

Rating: 2500 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Huah's solution](#)

657.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Huah's solution](#)

658.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Huah's solution](#)

659.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Huah's solution](#)

660.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-29 · last AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[Huah's solution](#)

661.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Huah's solution](#)

662.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Huah's solution](#)

663.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Huah's solution](#)

664.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Huah's solution](#)

665.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Huah's solution](#)

666.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Huah's solution](#)

667.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Huah's solution](#)

668.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Huah's solution](#)

669.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Huah's solution](#)

670.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Huah's solution](#)

671.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Huah's solution](#)

672.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Huah's solution](#)

673.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Huah's solution](#)

674.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Huah's solution](#)

675.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Huah's solution](#)

676.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · last AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[Huah's solution](#)

677.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Huah's solution](#)

678.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Huah's solution](#)

679.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Huah's solution](#)

680.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Huah's solution](#)

681.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Huah's solution](#)

682.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · last AC: 2021-02-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Huah's solution](#)

683.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-14 · last AC: 2021-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Huah's solution](#)

684.

1281F

[Miss Punyverse](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Huah's solution](#)

685.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Huah's solution](#)

686.

331C3

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

Quality: 624 global accepts · Rating: 2500 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Huah's solution](#)

687.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Huah's solution](#)

688.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Huah's solution](#)

689.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Huah's solution](#)

690.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Huah's solution](#)

691.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Huah's solution](#)

692.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[Huah's solution](#)

693.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[Huah's solution](#)

694.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[Huah's solution](#)

695.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Huah's solution](#)

696.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Huah's solution](#)

697.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Huah's solution](#)

698.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Huah's solution](#)

699.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Huah's solution](#)

700.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Huah's solution](#)

701.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Huah's solution](#)

702.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Huah's solution](#)

703.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-30 · last AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Huah's solution](#)

704.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Huah's solution](#)

705.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Huah's solution](#)

706.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Huah's solution](#)

707.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Huah's solution](#)

708.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Huah's solution](#)

709.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Huah's solution](#)

710.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-06-08 · last AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

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711.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Huah's solution](#)

712.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

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713.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Huah's solution](#)

714.

1720E

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

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Huah's solution](#)

715.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[Huah's solution](#)

716.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Huah's solution](#)

717.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[Huah's solution](#)

718.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[Huah's solution](#)

719.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Huah's solution](#)

720.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Huah's solution](#)

721.

1567F

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

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

[Huah's solution](#)

722.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-03 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Huah's solution](#)

723.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Huah's solution](#)

724.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[Huah's solution](#)

725.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Huah's solution](#)

726.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Huah's solution](#)

727.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Huah's solution](#)

728.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Huah's solution](#)

729.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-07-18 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Huah's solution](#)

730.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Huah's solution](#)

731.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Huah's solution](#)

732.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Huah's solution](#)

733.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Huah's solution](#)

734.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dp, math

[Huah's solution](#)

735.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Huah's solution](#)

736.

1150E

[Tree Generator™](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-04-30 · last AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Huah's solution](#)

737.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-03 · last AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Huah's solution](#)

738.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[Huah's solution](#)

739.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Huah's solution](#)

740.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Huah's solution](#)

741.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Huah's solution](#)

742.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Huah's solution](#)

743.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[Huah's solution](#)

744.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Huah's solution](#)

745.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, dp, flows, graph matchings

[Huah's solution](#)

746.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Huah's solution](#)

747.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2024-12-08 · last AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Huah's solution](#)

748.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Huah's solution](#)

749.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Huah's solution](#)

750.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Huah's solution](#)

751.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Huah's solution](#)

752.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Huah's solution](#)

753.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-09-03 · last AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[Huah's solution](#)

754.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Huah's solution](#)

755.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dp, math

[Huah's solution](#)

756.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Huah's solution](#)

757.

1575C

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Quality: 194 global accepts · Rating: 3000 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, fft, number theory

[Huah's solution](#)

758.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, number theory

[Huah's solution](#)

759.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Huah's solution](#)

760.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Huah's solution](#)

761.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Huah's solution](#)

762.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Huah's solution](#)

763.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry

[Huah's solution](#)

764.

1569F

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

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[Huah's solution](#)

765.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Huah's solution](#)

766.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-08-08 · last AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Huah's solution](#)

767.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-14 · last AC: 2021-07-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Huah's solution](#)

768.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-07-09 · last AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Huah's solution](#)

769.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-24 · last AC: 2021-06-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Huah's solution](#)

770.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-06-03 · last AC: 2021-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, probabilities

[Huah's solution](#)

771.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Huah's solution](#)

772.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Huah's solution](#)

773.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, interactive

[Huah's solution](#)

774.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Huah's solution](#)

775.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Huah's solution](#)

776.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Huah's solution](#)

777.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[Huah's solution](#)

778.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[Huah's solution](#)

779.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[Huah's solution](#)

780.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[Huah's solution](#)

781.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Huah's solution](#)

782.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Huah's solution](#)

783.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-07-06 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures

[Huah's solution](#)

784.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Huah's solution](#)

785.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-09 · last AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Huah's solution](#)

786.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Huah's solution](#)

787.

1556G

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

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Huah's solution](#)

788.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Huah's solution](#)

789.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory
[Huah's solution](#)

790.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs
[Huah's solution](#)

791.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-05 · last AC: 2021-06-05 · GNU C++11 (first AC) · Tags: bitmasks, dp
[Huah's solution](#)

792.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math
[Huah's solution](#)

793.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Huah's solution](#)

794.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-08-05 · last AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[Huah's solution](#)

795.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-08-08 · last AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[Huah's solution](#)

796.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[Huah's solution](#)

797.

105578G

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

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Huah's solution](#)

798.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · last AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Huah's solution](#)

799.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

800.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

801.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

802.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

803.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

804.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

805.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

806.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

807.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

808.

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · last AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

809.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

810.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

811.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

812.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

813.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

814.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

815.

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

816.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

817.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

818.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

819.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

820.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

821.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

822.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

823.

105486J

[Grand Prix of Balance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

824.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Huah's solution](#)

825.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

826.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

827.

104869B

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

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

828.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

829.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

830.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

831.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Huah's solution](#)

832.

105423G

[Utakotoba](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

833.

105423A

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

834.

105423D

[Too much noise!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

835.

105423J

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

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

836.

105423H

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

837.

105423K

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

838.

105423I

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

839.

105423C

[easy math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

840.

105423E

[Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Huah's solution](#)

841.

104805D

[An abstract painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

842.

104805F

[Bickford fuse](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

843.

104805H

[Crawling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

844.

104805E

[Alley](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

845.

104805J

[Lampshade](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

846.

104805N

[First words](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

847.

104805I

[Problem on array](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

848.

104805B

[The Moon golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

849.

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

850.

104805G

[Sleep](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

851.

104805K

[Get the numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Huah's solution](#)

852.

104805L

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Huah's solution](#)

853.

104805M

[Choosing a name](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Huah's solution](#)

854.

104805A

[Number System](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Huah's solution](#)

855.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

856.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

857.

102823G

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

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

858.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

859.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

860.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

861.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

862.

102452J

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

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

863.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

864.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

865.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Huah's solution](#)

866.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: —

[Huah's solution](#)

867.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-10-15 · last AC: 2020-10-16 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Huah's solution](#)

868.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Huah's solution](#)

869.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Huah's solution](#)

870.

101630A

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

Rating: — · first AC: 2019-04-08 · last AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Huah's solution](#)

871.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Huah's solution](#)

872.

101502L

[Roads and Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · last AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Huah's solution](#)

873.

101532F

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

Rating: — · first AC: 2018-12-09 · last AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Huah's solution](#)

874.

101532E

[Game of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · last AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Huah's solution](#)