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Unique solved — lanDeHaan

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

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Count: 794

1.

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2.

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1957A

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6.

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1857A

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1840A

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1772A

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1746A

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1733A

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1714C

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1704A

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1706A

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46.

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48.

1699A

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49.

1697A

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50.

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51.

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52.

1680A

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53.

1676C

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54.

1676B

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55.

1676A

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1675A

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58.

1673A

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59.

1674B

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60.

1674A

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61.

1671A

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1669C

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78.

1634A

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83.

1552A

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85.

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87.

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88.

1536A

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89.

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90.

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1516A

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92.

1391B

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94.

1393A

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95.

1372A

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96.

1374A

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97.

1370A

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98.

136A

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99.

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100.

1352A

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101.

1328A

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Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[IanDeHaan's solution](#)

102.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[IanDeHaan's solution](#)

103.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: math

[IanDeHaan's solution](#)

104.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation

[IanDeHaan's solution](#)

105.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: math

[IanDeHaan's solution](#)

106.

935A

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

Quality: 47,233 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[IanDeHaan's solution](#)

107.

959A

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

Quality: 55,666 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: games, math

[IanDeHaan's solution](#)

108.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: dp, greedy

[lanDeHaan's solution](#)

109.

1146A

[Love "A" · Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: implementation, strings

[lanDeHaan's solution](#)

110.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: implementation

[lanDeHaan's solution](#)

111.

1220A

[Cards · Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[lanDeHaan's solution](#)

112.

1223A

[CME · Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math

[lanDeHaan's solution](#)

113.

977A

[Wrong Subtraction · Tutorial](#)

Quality: 217,479 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: implementation

[lanDeHaan's solution](#)

114.

1030A

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

Quality: 171,452 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: implementation

[lanDeHaan's solution](#)

115.

1230A

[Dawid and Bags of Candies · Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[lanDeHaan's solution](#)

116.

1234A

[Equalize Prices Again · Tutorial](#)

Quality: 29,553 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math

[lanDeHaan's solution](#)

117.

1244A

[Pens and Pencils · Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math

[lanDeHaan's solution](#)

118.

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math

[lanDeHaan's solution](#)

119.

1257A

[Two Rival Students · Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: greedy, math

[IlanDeHaan's solution](#)

120.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, math

[IlanDeHaan's solution](#)

121.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[IlanDeHaan's solution](#)

122.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: implementation

[IlanDeHaan's solution](#)

123.

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math

[IlanDeHaan's solution](#)

124.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: implementation, strings

[IlanDeHaan's solution](#)

125.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IlanDeHaan's solution](#)

126.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IlanDeHaan's solution](#)

127.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[IlanDeHaan's solution](#)

128.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IlanDeHaan's solution](#)

129.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IlanDeHaan's solution](#)

130.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IanDeHaan's solution](#)

131.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[IanDeHaan's solution](#)

132.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IanDeHaan's solution](#)

133.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[IanDeHaan's solution](#)

134.

1971C

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

Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IanDeHaan's solution](#)

135.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[IanDeHaan's solution](#)

136.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IanDeHaan's solution](#)

137.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IanDeHaan's solution](#)

138.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IanDeHaan's solution](#)

139.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IanDeHaan's solution](#)

140.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[IanDeHaan's solution](#)

141.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IanDeHaan's solution](#)

142.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IanDeHaan's solution](#)

143.

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IanDeHaan's solution](#)

144.

1709B

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Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[IanDeHaan's solution](#)

145.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[IanDeHaan's solution](#)

146.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IanDeHaan's solution](#)

147.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[IanDeHaan's solution](#)

148.

1675B

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

Quality: 43,283 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IanDeHaan's solution](#)

149.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,893 global accepts · Rating: 900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[IanDeHaan's solution](#)

150.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[IanDeHaan's solution](#)

151.

1559B

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

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

[IanDeHaan's solution](#)

152.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[lanDeHaan's solution](#)

153.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lanDeHaan's solution](#)

154.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lanDeHaan's solution](#)

155.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[lanDeHaan's solution](#)

156.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lanDeHaan's solution](#)

157.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,581 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[lanDeHaan's solution](#)

158.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[lanDeHaan's solution](#)

159.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: greedy, math
[lanDeHaan's solution](#)

160.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[lanDeHaan's solution](#)

161.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: greedy
[lanDeHaan's solution](#)

162.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2020-01-11 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math, number theory
[lanDeHaan's solution](#)

163.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math
[lanDeHaan's solution](#)

164.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math
[lanDeHaan's solution](#)

165.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[lanDeHaan's solution](#)

166.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, greedy, math, sortings
[lanDeHaan's solution](#)

167.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: implementation, math
[lanDeHaan's solution](#)

168.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[lanDeHaan's solution](#)

169.

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[lanDeHaan's solution](#)

170.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[lanDeHaan's solution](#)

171.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lanDeHaan's solution](#)

172.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lanDeHaan's solution](#)

173.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lanDeHaan's solution](#)

174.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[IanDeHaan's solution](#)

175.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[IanDeHaan's solution](#)

176.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,570 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[IanDeHaan's solution](#)

177.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IanDeHaan's solution](#)

178.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IanDeHaan's solution](#)

179.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[IanDeHaan's solution](#)

180.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,093 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[IanDeHaan's solution](#)

181.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[IanDeHaan's solution](#)

182.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[IanDeHaan's solution](#)

183.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[IanDeHaan's solution](#)

184.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation,

strings

[lanDeHaan's solution](#)

185.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[lanDeHaan's solution](#)

186.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lanDeHaan's solution](#)

187.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[lanDeHaan's solution](#)

188.

1521A

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

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lanDeHaan's solution](#)

189.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[lanDeHaan's solution](#)

190.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[lanDeHaan's solution](#)

191.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lanDeHaan's solution](#)

192.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lanDeHaan's solution](#)

193.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[lanDeHaan's solution](#)

194.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[lanDeHaan's solution](#)

195.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[lanDeHaan's solution](#)

196.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[lanDeHaan's solution](#)

197.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[lanDeHaan's solution](#)

198.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[lanDeHaan's solution](#)

199.

1277A

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

Quality: 14,487 global accepts · Rating: 1000 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: implementation

[lanDeHaan's solution](#)

200.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[lanDeHaan's solution](#)

201.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lanDeHaan's solution](#)

202.

1174A

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

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lanDeHaan's solution](#)

203.

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lanDeHaan's solution](#)

204.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lanDeHaan's solution](#)

205.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings,

strings

[lanDeHaan's solution](#)

206.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[lanDeHaan's solution](#)

207.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[lanDeHaan's solution](#)

208.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lanDeHaan's solution](#)

209.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[lanDeHaan's solution](#)

210.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[lanDeHaan's solution](#)

211.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lanDeHaan's solution](#)

212.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lanDeHaan's solution](#)

213.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,104 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[lanDeHaan's solution](#)

214.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[lanDeHaan's solution](#)

215.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[lanDeHaan's solution](#)

216.

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[IanDeHaan's solution](#)

217.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IanDeHaan's solution](#)

218.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[IanDeHaan's solution](#)

219.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[IanDeHaan's solution](#)

220.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[IanDeHaan's solution](#)

221.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IanDeHaan's solution](#)

222.

1673B

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

Quality: 21,772 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[IanDeHaan's solution](#)

223.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,610 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[IanDeHaan's solution](#)

224.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IanDeHaan's solution](#)

225.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[IanDeHaan's solution](#)

226.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings
[lanDeHaan's solution](#)

227.

1511C

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

Quality: 32,808 global accepts · Rating: 1100 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[lanDeHaan's solution](#)

228.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[lanDeHaan's solution](#)

229.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lanDeHaan's solution](#)

230.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[lanDeHaan's solution](#)

231.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[lanDeHaan's solution](#)

232.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[lanDeHaan's solution](#)

233.

1293A

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

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[lanDeHaan's solution](#)

234.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lanDeHaan's solution](#)

235.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lanDeHaan's solution](#)

236.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[lanDeHaan's solution](#)

237.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[lanDeHaan's solution](#)

238.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[lanDeHaan's solution](#)

239.

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
[lanDeHaan's solution](#)

240.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lanDeHaan's solution](#)

241.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lanDeHaan's solution](#)

242.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,751 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lanDeHaan's solution](#)

243.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[lanDeHaan's solution](#)

244.

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lanDeHaan's solution](#)

245.

433B

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

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[lanDeHaan's solution](#)

246.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[lanDeHaan's solution](#)

247.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[lanDeHaan's solution](#)

248.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lanDeHaan's solution](#)

249.

1729D

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

Quality: 30,749 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[lanDeHaan's solution](#)

250.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[lanDeHaan's solution](#)

251.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lanDeHaan's solution](#)

252.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lanDeHaan's solution](#)

253.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[lanDeHaan's solution](#)

254.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[lanDeHaan's solution](#)

255.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[lanDeHaan's solution](#)

256.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[lanDeHaan's solution](#)

257.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings
[lanDeHaan's solution](#)

258.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[lanDeHaan's solution](#)

259.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[lanDeHaan's solution](#)

260.

1635C

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

Quality: 25,130 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lanDeHaan's solution](#)

261.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[lanDeHaan's solution](#)

262.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[lanDeHaan's solution](#)

263.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[lanDeHaan's solution](#)

264.

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[lanDeHaan's solution](#)

265.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[lanDeHaan's solution](#)

266.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[lanDeHaan's solution](#)

267.

1364A

[XXXXX](#) · [Tutorial](#)

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

268.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[IanDeHaan's solution](#)

269.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[IanDeHaan's solution](#)

270.

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[IanDeHaan's solution](#)

271.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[IanDeHaan's solution](#)

272.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[IanDeHaan's solution](#)

273.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[IanDeHaan's solution](#)

274.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[IanDeHaan's solution](#)

275.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[IanDeHaan's solution](#)

276.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[IanDeHaan's solution](#)

277.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: implementation, sortings
[IanDeHaan's solution](#)

278.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation
[IanDeHaan's solution](#)

279.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: greedy, number theory

[lanDeHaan's solution](#)

280.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lanDeHaan's solution](#)

281.

1174B

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

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[lanDeHaan's solution](#)

282.

1150C

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

Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lanDeHaan's solution](#)

283.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lanDeHaan's solution](#)

284.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lanDeHaan's solution](#)

285.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[lanDeHaan's solution](#)

286.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lanDeHaan's solution](#)

287.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[lanDeHaan's solution](#)

288.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lanDeHaan's solution](#)

289.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[IlanDeHaan's solution](#)

290.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[IlanDeHaan's solution](#)

291.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[IlanDeHaan's solution](#)

292.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[IlanDeHaan's solution](#)

293.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IlanDeHaan's solution](#)

294.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IlanDeHaan's solution](#)

295.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[IlanDeHaan's solution](#)

296.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[IlanDeHaan's solution](#)

297.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IlanDeHaan's solution](#)

298.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[IlanDeHaan's solution](#)

299.

1676G

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

Quality: 24,002 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[lanDeHaan's solution](#)

300.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,188 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[lanDeHaan's solution](#)

301.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,772 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
[lanDeHaan's solution](#)

302.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[lanDeHaan's solution](#)

303.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[lanDeHaan's solution](#)

304.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[lanDeHaan's solution](#)

305.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
[lanDeHaan's solution](#)

306.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[lanDeHaan's solution](#)

307.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[lanDeHaan's solution](#)

308.

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[lanDeHaan's solution](#)

309.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lanDeHaan's solution](#)

310.

1372B

[Omkar and Last Class of Math](#) · Tutorial

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lanDeHaan's solution](#)

311.

1364B

[Most socially-distanced subsequence](#) · Tutorial

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[lanDeHaan's solution](#)

312.

136C

[Replacement](#) · Tutorial

Rating: 1300 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[lanDeHaan's solution](#)

313.

1360D

[Buying Shovels](#) · Tutorial

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lanDeHaan's solution](#)

314.

1352D

[Alice, Bob and Candies](#) · Tutorial

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lanDeHaan's solution](#)

315.

1291B

[Array Sharpening](#) · Tutorial

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lanDeHaan's solution](#)

316.

787B

[Not Afraid](#) · Tutorial

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lanDeHaan's solution](#)

317.

318B

[Strings of Power](#) · Tutorial

Quality: 8,300 global accepts · Rating: 1300 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: implementation, strings, two pointers

[lanDeHaan's solution](#)

318.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[lanDeHaan's solution](#)

319.

1238B

[Kill `Em All](#) · Tutorial

Quality: 14,900 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lanDeHaan's solution](#)

320.

665C

[Simple Strings](#) · Tutorial

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[lanDeHaan's solution](#)

321.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[lanDeHaan's solution](#)

322.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[lanDeHaan's solution](#)

323.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[lanDeHaan's solution](#)

324.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[lanDeHaan's solution](#)

325.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[lanDeHaan's solution](#)

326.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[lanDeHaan's solution](#)

327.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[lanDeHaan's solution](#)

328.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lanDeHaan's solution](#)

329.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lanDeHaan's solution](#)

330.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[lanDeHaan's solution](#)

331.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lanDeHaan's solution](#)

332.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[lanDeHaan's solution](#)

333.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[lanDeHaan's solution](#)

334.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[lanDeHaan's solution](#)

335.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lanDeHaan's solution](#)

336.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[lanDeHaan's solution](#)

337.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[lanDeHaan's solution](#)

338.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[lanDeHaan's solution](#)

339.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation
[lanDeHaan's solution](#)

340.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[lanDeHaan's solution](#)

341.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[lanDeHaan's solution](#)

342.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lanDeHaan's solution](#)

343.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[lanDeHaan's solution](#)

344.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lanDeHaan's solution](#)

345.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[lanDeHaan's solution](#)

346.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[lanDeHaan's solution](#)

347.

1559D1

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

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[lanDeHaan's solution](#)

348.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[lanDeHaan's solution](#)

349.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lanDeHaan's solution](#)

350.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[lanDeHaan's solution](#)

351.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

number theory, sortings

[lanDeHaan's solution](#)

352.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lanDeHaan's solution](#)

353.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lanDeHaan's solution](#)

354.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[lanDeHaan's solution](#)

355.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[lanDeHaan's solution](#)

356.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[lanDeHaan's solution](#)

357.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[lanDeHaan's solution](#)

358.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[lanDeHaan's solution](#)

359.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lanDeHaan's solution](#)

360.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lanDeHaan's solution](#)

361.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[lanDeHaan's solution](#)

362.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[IanDeHaan's solution](#)

363.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[IanDeHaan's solution](#)

364.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[IanDeHaan's solution](#)

365.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[IanDeHaan's solution](#)

366.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: dp, greedy

[IanDeHaan's solution](#)

367.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IanDeHaan's solution](#)

368.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IanDeHaan's solution](#)

369.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · last AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[IanDeHaan's solution](#)

370.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IanDeHaan's solution](#)

371.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · Python 3 (first AC) · Tags: binary search, math

[IanDeHaan's solution](#)

372.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,000 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[IanDeHaan's solution](#)

373.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math
[IanDeHaan's solution](#)

374.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[IanDeHaan's solution](#)

375.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[IanDeHaan's solution](#)

376.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
[IanDeHaan's solution](#)

377.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[IanDeHaan's solution](#)

378.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[IanDeHaan's solution](#)

379.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[IanDeHaan's solution](#)

380.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[IanDeHaan's solution](#)

381.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[IanDeHaan's solution](#)

382.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[lanDeHaan's solution](#)

383.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[lanDeHaan's solution](#)

384.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[lanDeHaan's solution](#)

385.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lanDeHaan's solution](#)

386.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lanDeHaan's solution](#)

387.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[lanDeHaan's solution](#)

388.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[lanDeHaan's solution](#)

389.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[lanDeHaan's solution](#)

390.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lanDeHaan's solution](#)

391.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[lanDeHaan's solution](#)

392.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[lanDeHaan's solution](#)

393.

1676H2

[Maximum Crossings \(Hard Version\) · Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[IanDeHaan's solution](#)

394.

1675E

[Replace With the Previous, Minimize · Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[IanDeHaan's solution](#)

395.

1673C

[Palindrome Basis · Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[IanDeHaan's solution](#)

396.

1562C

[Rings · Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IanDeHaan's solution](#)

397.

1552B

[Running for Gold · Tutorial](#)

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

[IanDeHaan's solution](#)

398.

1516B

[AGAGA XOOORRR · Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[IanDeHaan's solution](#)

399.

1486B

[Eastern Exhibition · Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[IanDeHaan's solution](#)

400.

1391C

[Cyclic Permutations · Tutorial](#)

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[IanDeHaan's solution](#)

401.

1372C

[Omkar and Baseball · Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IanDeHaan's solution](#)

402.

1352F

[Binary String Reconstruction · Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[IanDeHaan's solution](#)

403.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[lanDeHaan's solution](#)

404.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lanDeHaan's solution](#)

405.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[lanDeHaan's solution](#)

406.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[lanDeHaan's solution](#)

407.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[lanDeHaan's solution](#)

408.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lanDeHaan's solution](#)

409.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lanDeHaan's solution](#)

410.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[lanDeHaan's solution](#)

411.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2024-05-25 · Python 3 (first AC) · Tags: brute force, geometry

[lanDeHaan's solution](#)

412.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[lanDeHaan's solution](#)

413.

1957C

[How Does the Rook Move? · Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[lanDeHaan's solution](#)

414.

1861C

[Queries for the Array · Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[lanDeHaan's solution](#)

415.

1862E

[Kolya and Movie Theatre · Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[lanDeHaan's solution](#)

416.

1857F

[Sum and Product · Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
[lanDeHaan's solution](#)

417.

1840E

[Character Blocking · Tutorial](#)

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[lanDeHaan's solution](#)

418.

1806C

[Sequence Master · Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[lanDeHaan's solution](#)

419.

1779C

[Least Prefix Sum · Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[lanDeHaan's solution](#)

420.

1741E

[Sending a Sequence Over the Network · Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
[lanDeHaan's solution](#)

421.

1714D

[Color with Occurrences · Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[lanDeHaan's solution](#)

422.

1708C

[Doremy's IQ · Tutorial](#)

Rating: 1600 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[lanDeHaan's solution](#)

423.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[lanDeHaan's solution](#)

424.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers
[lanDeHaan's solution](#)

425.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[lanDeHaan's solution](#)

426.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[lanDeHaan's solution](#)

427.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees
[lanDeHaan's solution](#)

428.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[lanDeHaan's solution](#)

429.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers
[lanDeHaan's solution](#)

430.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[lanDeHaan's solution](#)

431.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[lanDeHaan's solution](#)

432.

1537E1

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

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[lanDeHaan's solution](#)

433.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[IanDeHaan's solution](#)

434.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[IanDeHaan's solution](#)

435.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[IanDeHaan's solution](#)

436.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[IanDeHaan's solution](#)

437.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[IanDeHaan's solution](#)

438.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[IanDeHaan's solution](#)

439.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[IanDeHaan's solution](#)

440.

136D

[Rectangle and Square](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation

[IanDeHaan's solution](#)

441.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[IanDeHaan's solution](#)

442.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[IanDeHaan's solution](#)

443.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IanDeHaan's solution](#)

444.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[IanDeHaan's solution](#)

445.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[IanDeHaan's solution](#)

446.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-05 · Python 3 (first AC) · Tags: data structures, expression parsing, implementation

[IanDeHaan's solution](#)

447.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[IanDeHaan's solution](#)

448.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[IanDeHaan's solution](#)

449.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,369 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[IanDeHaan's solution](#)

450.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IanDeHaan's solution](#)

451.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[IanDeHaan's solution](#)

452.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[IanDeHaan's solution](#)

453.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[IanDeHaan's solution](#)

454.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[IanDeHaan's solution](#)

455.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[IanDeHaan's solution](#)

456.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[IanDeHaan's solution](#)

457.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[IanDeHaan's solution](#)

458.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[IanDeHaan's solution](#)

459.

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[IanDeHaan's solution](#)

460.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[IanDeHaan's solution](#)

461.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[IanDeHaan's solution](#)

462.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[IanDeHaan's solution](#)

463.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[lanDeHaan's solution](#)

464.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[lanDeHaan's solution](#)

465.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[lanDeHaan's solution](#)

466.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lanDeHaan's solution](#)

467.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[lanDeHaan's solution](#)

468.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[lanDeHaan's solution](#)

469.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[lanDeHaan's solution](#)

470.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[lanDeHaan's solution](#)

471.

1658C

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

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lanDeHaan's solution](#)

472.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lanDeHaan's solution](#)

473.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[IanDeHaan's solution](#)

474.

1537D

[Deleting Divisors · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[IanDeHaan's solution](#)

475.

1516C

[Baby Ehab Partitions Again · Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[IanDeHaan's solution](#)

476.

1485C

[Floor and Mod · Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[IanDeHaan's solution](#)

477.

1041D

[Glider · Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2020-05-19 · last AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[IanDeHaan's solution](#)

478.

818D

[Multicolored Cars · Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[IanDeHaan's solution](#)

479.

575D

[Tablecity · Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[IanDeHaan's solution](#)

480.

546D

[Soldier and Number Game · Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[IanDeHaan's solution](#)

481.

1310A

[Recommendations · Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[IanDeHaan's solution](#)

482.

1102E

[Monotonic Renumeration · Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings
[IanDeHaan's solution](#)

483.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[IanDeHaan's solution](#)

484.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[IanDeHaan's solution](#)

485.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[IanDeHaan's solution](#)

486.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[IanDeHaan's solution](#)

487.

1321D

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

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[IanDeHaan's solution](#)

488.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[IanDeHaan's solution](#)

489.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[IanDeHaan's solution](#)

490.

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[IanDeHaan's solution](#)

491.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[IanDeHaan's solution](#)

492.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[IanDeHaan's solution](#)

493.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[lanDeHaan's solution](#)

494.

1825D1

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

Rating: 1800 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[lanDeHaan's solution](#)

495.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[lanDeHaan's solution](#)

496.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-11-20 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[lanDeHaan's solution](#)

497.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry
[lanDeHaan's solution](#)

498.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers
[lanDeHaan's solution](#)

499.

1729E

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

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities
[lanDeHaan's solution](#)

500.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[lanDeHaan's solution](#)

501.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

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1617D1

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1624G

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1207E

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566.

136E

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567.

1095F

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568.

459E

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569.

839B

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1133F2

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571.

1119E

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1077F1

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573.

1272E

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959E

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279E

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577.

1270D

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578.

109C

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579.

1328E

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580.

1294E

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1178E

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582.

1889C1

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583.

1862G

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584.

1857G

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585.

1815B

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586.

1804D

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587.

1770D

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588.

1772F

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1744F

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590.

1741F

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591.

1726D

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592.

1725C

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593.

1716D

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594.

1680E

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595.

1674G

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596.

1674E

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597.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[lanDeHaan's solution](#)

598.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[lanDeHaan's solution](#)

599.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lanDeHaan's solution](#)

600.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[lanDeHaan's solution](#)

601.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[lanDeHaan's solution](#)

602.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lanDeHaan's solution](#)

603.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[lanDeHaan's solution](#)

604.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lanDeHaan's solution](#)

605.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[IanDeHaan's solution](#)

606.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[IanDeHaan's solution](#)

607.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[IanDeHaan's solution](#)

608.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[IanDeHaan's solution](#)

609.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[IanDeHaan's solution](#)

610.

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[IanDeHaan's solution](#)

611.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[IanDeHaan's solution](#)

612.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[IanDeHaan's solution](#)

613.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2020-06-26 · PyPy 3 (first AC) · Tags: bitmasks, probabilities

[IanDeHaan's solution](#)

614.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[IanDeHaan's solution](#)

615.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2020-06-14 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[lanDeHaan's solution](#)

616.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lanDeHaan's solution](#)

617.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[lanDeHaan's solution](#)

618.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[lanDeHaan's solution](#)

619.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[lanDeHaan's solution](#)

620.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[lanDeHaan's solution](#)

621.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2020-04-10 · Python 3 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[lanDeHaan's solution](#)

622.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[lanDeHaan's solution](#)

623.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[lanDeHaan's solution](#)

624.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[lanDeHaan's solution](#)

625.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[lanDeHaan's solution](#)

626.

2092E

[She knows... · Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[lanDeHaan's solution](#)

627.

1971H

[±1 · Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[lanDeHaan's solution](#)

628.

1868B2

[Candy Party \(Hard Version\) · Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[lanDeHaan's solution](#)

629.

1790F

[Timofey and Black-White Tree · Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[lanDeHaan's solution](#)

630.

1666J

[Job Lookup · Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[lanDeHaan's solution](#)

631.

1684E

[MEX vs DIFF · Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[lanDeHaan's solution](#)

632.

1710B

[Rain · Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[lanDeHaan's solution](#)

633.

1671E

[Preorder · Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[lanDeHaan's solution](#)

634.

1660F2

[Promising String \(hard version\) · Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[lanDeHaan's solution](#)

635.

1106E

[Lunar New Year and Red Envelopes · Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lanDeHaan's solution](#)

636.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[lanDeHaan's solution](#)

637.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[lanDeHaan's solution](#)

638.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[lanDeHaan's solution](#)

639.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[lanDeHaan's solution](#)

640.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[lanDeHaan's solution](#)

641.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[lanDeHaan's solution](#)

642.

1560F2

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

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

[lanDeHaan's solution](#)

643.

1511E

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

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[lanDeHaan's solution](#)

644.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[lanDeHaan's solution](#)

645.

1363D

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

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[lanDeHaan's solution](#)

646.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[lanDeHaan's solution](#)

647.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lanDeHaan's solution](#)

648.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[lanDeHaan's solution](#)

649.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[lanDeHaan's solution](#)

650.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[lanDeHaan's solution](#)

651.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[lanDeHaan's solution](#)

652.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[lanDeHaan's solution](#)

653.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[lanDeHaan's solution](#)

654.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-11-20 · last AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[lanDeHaan's solution](#)

655.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[IlanDeHaan's solution](#)

656.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[IlanDeHaan's solution](#)

657.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[IlanDeHaan's solution](#)

658.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[IlanDeHaan's solution](#)

659.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[IlanDeHaan's solution](#)

660.

852F

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

Quality: 653 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[IlanDeHaan's solution](#)

661.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[IlanDeHaan's solution](#)

662.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[IlanDeHaan's solution](#)

663.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[IlanDeHaan's solution](#)

664.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[IlanDeHaan's solution](#)

665.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[lanDeHaan's solution](#)

666.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lanDeHaan's solution](#)

667.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[lanDeHaan's solution](#)

668.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[lanDeHaan's solution](#)

669.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[lanDeHaan's solution](#)

670.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[lanDeHaan's solution](#)

671.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[lanDeHaan's solution](#)

672.

1825D2

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

Rating: 2300 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[lanDeHaan's solution](#)

673.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[lanDeHaan's solution](#)

674.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[lanDeHaan's solution](#)

675.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[IanDeHaan's solution](#)

676.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[IanDeHaan's solution](#)

677.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[IanDeHaan's solution](#)

678.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IanDeHaan's solution](#)

679.

1552E

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

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

[IanDeHaan's solution](#)

680.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[IanDeHaan's solution](#)

681.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[IanDeHaan's solution](#)

682.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[IanDeHaan's solution](#)

683.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[IanDeHaan's solution](#)

684.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[IanDeHaan's solution](#)

685.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[lanDeHaan's solution](#)

686.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[lanDeHaan's solution](#)

687.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[lanDeHaan's solution](#)

688.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy
[lanDeHaan's solution](#)

689.

1330E

[Brazil Likes Heap](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[lanDeHaan's solution](#)

690.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[lanDeHaan's solution](#)

691.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[lanDeHaan's solution](#)

692.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math
[lanDeHaan's solution](#)

693.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[lanDeHaan's solution](#)

694.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation, interactive
[lanDeHaan's solution](#)

695.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[lanDeHaan's solution](#)

696.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[lanDeHaan's solution](#)

697.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[lanDeHaan's solution](#)

698.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[lanDeHaan's solution](#)

699.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[lanDeHaan's solution](#)

700.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[lanDeHaan's solution](#)

701.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[lanDeHaan's solution](#)

702.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[lanDeHaan's solution](#)

703.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lanDeHaan's solution](#)

704.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lanDeHaan's solution](#)

705.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: fft

[lanDeHaan's solution](#)

706.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[lanDeHaan's solution](#)

707.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-01 · last AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[lanDeHaan's solution](#)

708.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[lanDeHaan's solution](#)

709.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lanDeHaan's solution](#)

710.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[lanDeHaan's solution](#)

711.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[lanDeHaan's solution](#)

712.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[lanDeHaan's solution](#)

713.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-11-20 · last AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: flows

[lanDeHaan's solution](#)

714.

105071F

[Those Who Know](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: —

[lanDeHaan's solution](#)

715.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

716.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

717.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: —
[lanDeHaan's solution](#)

718.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

719.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

720.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

721.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

722.

104871G

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

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

723.

104871I

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

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

724.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

725.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

726.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

727.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · Python 3 (first AC) · Tags: —
[lanDeHaan's solution](#)

728.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · PyPy 3 (first AC) · Tags: —
[lanDeHaan's solution](#)

729.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

730.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

731.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

732.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

733.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

734.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

735.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

736.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

737.

101471A

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

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

738.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

739.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

740.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

741.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

742.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

743.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

744.

104671D

[Formless Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

745.

104671J

[Fox, Chicken, and Corn](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

746.

104671I

[Phebe and Ryan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

747.

104671G

[Segment Tree Tutorial](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

748.

104671F

[Subset AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

749.

104671B

[Starving](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

750.

104671C

[Destroy Columbia](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

751.

104671E

[Cards in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

752.

104671H

[Cyclically Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

753.

104671K

[Necro Fantasia by MISATO \[Lasse's Lunatic\] +DT 4miss 94.29 420pp](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · PyPy 3 (first AC) · Tags: —
[lanDeHaan's solution](#)

754.

104671A

[Maximize Meal Quality](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

755.

104412E

[Earnings Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · last AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

756.

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

757.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

758.

104412M

[Modify the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

759.

104412F

[Fibonacci Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

760.

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

761.

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

762.

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

763.

104412N

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

764.

104412D

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

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

765.

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

766.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

767.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

768.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

769.

1663C

[P Ô! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math
[lanDeHaan's solution](#)

770.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees
[lanDeHaan's solution](#)

771.

103488E

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

772.

103488I

[If I Catch You](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

773.

103488C

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

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

774.

103488K

[Klee and Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

775.

103488H

[Hile and Subsequences' MEX](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

776.

103488L

[Lexicographic Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

777.

103488F

[Future Vision](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

778.

103488G

[Generate 7 Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

779.

103488J

[Jiubei and Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

780.

103488D

[Diseased String](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

781.

103488B

[Boboge and Tall Building](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

782.

103488A

[All in!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

783.

103495H

[Reverse the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

784.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

785.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

786.

103495G

[Five Phases](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

787.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

788.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

789.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

790.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[lanDeHaan's solution](#)

791.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · PyPy 3-64 (first AC) · Tags: —
[lanDeHaan's solution](#)

792.

undefined383

[Caravans](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[lanDeHaan's solution](#)

793.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, implementation

[lanDeHaan's solution](#)

794.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

[lanDeHaan's solution](#)