

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

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# Unique solved — IceKnight1093

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

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

Filters: none

Count: 2,899

1.

2161A

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Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [games](#), [greedy](#), [implementation](#), [math](#)

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2.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

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3.

2131A

[Lever](#) · [Tutorial](#)

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4.

2131B

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Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

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5.

2127A

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6.

2057A

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7.

1747A

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Quality: 26,484 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

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8.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

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9.

1999C

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**10.**

1999A

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**11.**

1994A

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1987A

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**13.**

1919B

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**14.**

1919A

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**15.**

1916A

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**16.**

1912L

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**17.**

1891A

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Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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**18.**

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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**19.**

1867A

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Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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**20.**

1866A

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**21.**

1804A

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**22.**

1799A

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**23.**

1776A

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Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**24.**

1788A

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**25.**

1777A

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**26.**

1782A

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**27.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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**28.**

1731A

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**29.**

1763A

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Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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**30.**

1773F

[Football](#) · [Tutorial](#)

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**31.**

1765B

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**32.**

1740B

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**33.**

1740A

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Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

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**34.**

1746B

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**35.**

1746A

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**36.**

1741A

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**37.**

1741B

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**38.**

1725A

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1720B

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**40.**

1716A

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**41.**

1716B

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**42.**

1704A

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Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**43.**

1709A

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**44.**

1702A

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**45.**

1702B

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Quality: 29,306 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**46.**

1696A

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1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: games  
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**48.**

1691A

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**49.**

1674A

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**50.**

1674B

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**51.**

1657B

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**52.**

1657A

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**53.**

1624A

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**54.**

1616A

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1623A

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**56.**

1618A

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**57.**

1618B

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**58.**

1591A

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**59.**

1608A

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**60.**

1607A

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**61.**

1586A

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**62.**

1583A

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**63.**

1593A

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1571A

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**65.**

1556A

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**66.**

1562A

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**67.**

1553A

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**68.**

1530B

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**69.**

1530A

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**70.**

1547A

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**71.**

1547B

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**72.**

1542A

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**73.**

1541A

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**74.**

1539B

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1534A

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**76.**

620A

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**77.**

1538A

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**78.**

1538B

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**79.**

1526A

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**80.**

1529A

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**81.**

1536A

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**82.**

1535A

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**83.**

1523A

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**84.**

1527A

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Quality: 41,904 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks  
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**85.**

1525A

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Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**86.**

1520A

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Quality: 58,459 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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**87.**

1520B

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**88.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,125 global accepts · Rating: 800 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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**89.**

1519A

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Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math

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**90.**

1519B

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Quality: 33,398 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

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**91.**

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**92.**

1513A

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Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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**93.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**94.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,100 global accepts · Rating: 800 · first AC: 2021-04-10 · PyPy 3 (first AC) · Tags: brute force, implementation

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**95.**

1504A

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**96.**

1498A

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**97.**

1506A

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**98.**

1482A

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Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math  
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**99.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[IceKnight1093's solution](#)

**100.**

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[IceKnight1093's solution](#)

**101.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**102.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings  
[IceKnight1093's solution](#)

**103.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[IceKnight1093's solution](#)

**104.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**105.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**106.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,845 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[IceKnight1093's solution](#)

**107.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**108.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[IceKnight1093's solution](#)

**109.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**110.**

1462A

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

Quality: 48,965 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[IceKnight1093's solution](#)

**111.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · PyPy 3 (first AC) · Tags: dp, implementation, strings

[IceKnight1093's solution](#)

**112.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**113.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[IceKnight1093's solution](#)

**114.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · PyPy 3 (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**115.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**116.**

1454A

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

Quality: 44,060 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities

[IceKnight1093's solution](#)

**117.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**118.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[IceKnight1093's solution](#)

**119.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**120.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · last AC: 2020-11-14 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**121.**

1431A

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

Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**122.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**123.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,960 global accepts · Rating: 800 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**124.**

1409A

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

Quality: 80,426 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**125.**

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[IceKnight1093's solution](#)

**126.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**127.**

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**128.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[IceKnight1093's solution](#)

**129.**

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings  
[IceKnight1093's solution](#)

**130.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[IceKnight1093's solution](#)

**131.**

1385B

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

Quality: 39,583 global accepts · Rating: 800 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**132.**

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: math

[IceKnight1093's solution](#)

**133.**

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**134.**

1374A

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

Quality: 64,184 global accepts · Rating: 800 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: math

[IceKnight1093's solution](#)

**135.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[IceKnight1093's solution](#)

**136.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**137.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,706 global accepts · Rating: 800 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**138.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,095 global accepts · Rating: 800 · first AC: 2020-05-24 · last AC: 2020-05-24 · PyPy 2 (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**139.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**140.**

1353B

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

Quality: 58,125 global accepts · Rating: 800 · first AC: 2020-05-14 · PyPy 2 (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**141.**

1353A

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

Quality: 44,587 global accepts · Rating: 800 · first AC: 2020-05-14 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**142.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,136 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**143.**

1335A

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

Quality: 104,802 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[IceKnight1093's solution](#)

**144.**

1328A

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

Quality: 131,911 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**145.**

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

[IceKnight1093's solution](#)

**146.**

1305A

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

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

[IceKnight1093's solution](#)

**147.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**148.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**149.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**150.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,704 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**151.**

1285A

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

Quality: 29,890 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**152.**

1284A

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

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

[IceKnight1093's solution](#)

**153.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[IceKnight1093's solution](#)

**154.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**155.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[IceKnight1093's solution](#)

**156.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[IceKnight1093's solution](#)

**157.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IceKnight1093's solution](#)

**158.**

1207A

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

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

[IceKnight1093's solution](#)

**159.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[IceKnight1093's solution](#)

**160.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[IceKnight1093's solution](#)

**161.**

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

[IceKnight1093's solution](#)

**162.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[IceKnight1093's solution](#)

**163.**

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

[IceKnight1093's solution](#)

**164.**

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

[IceKnight1093's solution](#)

**165.**

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IceKnight1093's solution](#)

**166.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**167.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**168.**

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**169.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**170.**

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**171.**

71A

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

Quality: 503,268 global accepts · Rating: 800 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: strings

[IceKnight1093's solution](#)

**172.**

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[IceKnight1093's solution](#)

**173.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IceKnight1093's solution](#)

**174.**

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

**175.**

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**176.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**177.**

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**178.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IceKnight1093's solution](#)

**179.**

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**180.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**181.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**182.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**183.**

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**184.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,163 global accepts · Rating: 800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[IceKnight1093's solution](#)

**185.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**186.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[IceKnight1093's solution](#)

**187.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,878 global accepts · Rating: 800 · first AC: 2018-09-17 · PyPy 3 (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**188.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[IceKnight1093's solution](#)

**189.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**190.**

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[IceKnight1093's solution](#)

**191.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**192.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**193.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**194.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**195.**

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,494 global accepts · Rating: 800 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**196.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**197.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,369 global accepts · Rating: 800 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**198.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[IceKnight1093's solution](#)

**199.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**200.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2017-12-23 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[IceKnight1093's solution](#)

**201.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,011 global accepts · Rating: 800 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**202.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2018-06-01 · Python 3 (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**203.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2018-05-16 · Python 3 (first AC) · Tags: \*special, implementation

[IceKnight1093's solution](#)

**204.**

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**205.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**206.**

935A

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

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**207.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · last AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**208.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**209.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[IceKnight1093's solution](#)

**210.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,242 global accepts · Rating: 800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**211.**

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**212.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,933 global accepts · Rating: 800 · first AC: 2017-12-20 · Python 3 (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**213.**

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**214.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**215.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[IceKnight1093's solution](#)

**216.**

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**217.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-11-04 · Java 8 (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**218.**

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**219.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[IceKnight1093's solution](#)

**220.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[IceKnight1093's solution](#)

**221.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**222.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[IceKnight1093's solution](#)

**223.**

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**224.**

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**225.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**226.**

782A

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

Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**227.**

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[IceKnight1093's solution](#)

**228.**

758A

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

Quality: 75,306 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**229.**

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[IceKnight1093's solution](#)

**230.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[IceKnight1093's solution](#)

**231.**

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**232.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**233.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[IceKnight1093's solution](#)

**234.**

746A

[Compote](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**235.**

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2016-11-02 · GNU C++ (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**236.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,209 global accepts · Rating: 800 · first AC: 2016-11-02 · GNU C++ (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**237.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[IceKnight1093's solution](#)

**238.**

723A

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

Quality: 100,717 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, math, sortings  
[IceKnight1093's solution](#)

**239.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-26 · GNU C++ (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**240.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: brute force, implementation  
[IceKnight1093's solution](#)

**241.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[IceKnight1093's solution](#)

**242.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[IceKnight1093's solution](#)

**243.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[IceKnight1093's solution](#)

**244.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,553 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**245.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[IceKnight1093's solution](#)

**246.**

1709B

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

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-21 · last AC: 2022-07-21 · PyPy 3 (first AC) · Tags: data structures, dp, implementation  
[IceKnight1093's solution](#)

**247.**

1696B

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

Quality: 36,326 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**248.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**249.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,943 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**250.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**251.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory  
[IceKnight1093's solution](#)

**252.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**253.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,451 global accepts · Rating: 900 · first AC: 2021-11-03 · PyPy 3 (first AC) · Tags: math  
[IceKnight1093's solution](#)

**254.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,484 global accepts · Rating: 900 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[IceKnight1093's solution](#)

**255.**

1593B

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

Quality: 40,646 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math  
[IceKnight1093's solution](#)

**256.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[IceKnight1093's solution](#)

**257.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,588 global accepts · Rating: 900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[IceKnight1093's solution](#)

**258.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[IceKnight1093's solution](#)

**259.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[IceKnight1093's solution](#)

**260.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**261.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,089 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, interactive

[IceKnight1093's solution](#)

**262.**

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, math

[IceKnight1093's solution](#)

**263.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**264.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[IceKnight1093's solution](#)

**265.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,820 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**266.**

1475B

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

Quality: 57,253 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[IceKnight1093's solution](#)

**267.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**268.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[IceKnight1093's solution](#)

**269.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**270.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[IceKnight1093's solution](#)

**271.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,985 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[IceKnight1093's solution](#)

**272.**

1401A

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

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**273.**

1374B

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

Quality: 71,589 global accepts · Rating: 900 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: math

[IceKnight1093's solution](#)

**274.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2020-05-20 · last AC: 2020-05-20 · PyPy 3 (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**275.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · PyPy 2 (first AC) · Tags: math

[IceKnight1093's solution](#)

**276.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**277.**

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**278.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**279.**

1313A

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

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

[IceKnight1093's solution](#)

**280.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**281.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**282.**

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**283.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**284.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**285.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**286.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**287.**

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  
[IceKnight1093's solution](#)

**288.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy  
[IceKnight1093's solution](#)

**289.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**290.**

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  
[IceKnight1093's solution](#)

**291.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[IceKnight1093's solution](#)

**292.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**293.**

1107A

[Digits Sequence Dividing](#) · Tutorial

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[IceKnight1093's solution](#)

**294.**

1089L

[Lazyland](#) · Tutorial

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**295.**

1079A

[Kitchen Utensils](#) · Tutorial

Rating: 900 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**296.**

1080B

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

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**297.**

1055A

[Metro](#) · Tutorial

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[IceKnight1093's solution](#)

**298.**

948A

[Protect Sheep](#) · Tutorial

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[IceKnight1093's solution](#)

**299.**

1025A

[Doggo Recoloring](#) · Tutorial

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[IceKnight1093's solution](#)

**300.**

1016A

[Death Note](#) · Tutorial

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IceKnight1093's solution](#)

**301.**

1008A

[Romaji](#) · Tutorial

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**302.**

1005B

[Delete from the Left](#) · Tutorial

Quality: 27,387 global accepts · Rating: 900 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[IceKnight1093's solution](#)

**303.**

1004A

[Sonya and Hotels](#) · Tutorial

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**304.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**305.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**306.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[IceKnight1093's solution](#)

**307.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**308.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**309.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[IceKnight1093's solution](#)

**310.**

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[IceKnight1093's solution](#)

**311.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**312.**

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**313.**

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**314.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**315.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**316.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**317.**

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 900 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**318.**

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**319.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**320.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**321.**

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**322.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,355 global accepts · Rating: 900 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**323.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[IceKnight1093's solution](#)

**324.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[IceKnight1093's solution](#)

**325.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**326.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**327.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**328.**

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**329.**

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**330.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,890 global accepts · Rating: 900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**331.**

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**332.**

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**333.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,479 global accepts · Rating: 900 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[IceKnight1093's solution](#)

**334.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**335.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[IceKnight1093's solution](#)

**336.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,747 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation

[IceKnight1093's solution](#)

**337.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**338.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[IceKnight1093's solution](#)

**339.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[IceKnight1093's solution](#)

**340.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**341.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[IceKnight1093's solution](#)

**342.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · PyPy 3 (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**343.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 1000 · first AC: 2022-11-27 · PyPy 3 (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**344.**

1725B

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

Quality: 28,273 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[IceKnight1093's solution](#)

**345.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[IceKnight1093's solution](#)

**346.**

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**347.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[IceKnight1093's solution](#)

**348.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,314 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[IceKnight1093's solution](#)

**349.**

1674C

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

Quality: 26,356 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[IceKnight1093's solution](#)

**350.**

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-03 · PyPy 3 (first AC) · Tags: brute force, sortings

[IceKnight1093's solution](#)

**351.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[IceKnight1093's solution](#)

**352.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[IceKnight1093's solution](#)

**353.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[IceKnight1093's solution](#)

**354.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-06-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[IceKnight1093's solution](#)

**355.**

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**356.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**357.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[IceKnight1093's solution](#)

**358.**

732B

[Cormen --- The Best Friend Of a Man · Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**359.**

1520C

[Not Adjacent Matrix · Tutorial](#)

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**360.**

1515B

[Phoenix and Puzzle · Tutorial](#)

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[IceKnight1093's solution](#)

**361.**

165A

[Supercentral Point · Tutorial](#)

Quality: 26,275 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**362.**

1506C

[Double-ended Strings · Tutorial](#)

Quality: 35,634 global accepts · Rating: 1000 · first AC: 2021-03-25 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[IceKnight1093's solution](#)

**363.**

1490B

[Balanced Remainders · Tutorial](#)

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[IceKnight1093's solution](#)

**364.**

1476A

[K-divisible Sum · Tutorial](#)

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

[IceKnight1093's solution](#)

**365.**

1474B

[Different Divisors · Tutorial](#)

Quality: 40,333 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[IceKnight1093's solution](#)

**366.**

1469B

[Red and Blue · Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**367.**

1469A

[Regular Bracket Sequence · Tutorial](#)

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**368.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-26 · Java 11 (first AC) · Tags: brute force, math, number theory

[IceKnight1093's solution](#)

**369.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,434 global accepts · Rating: 1000 · first AC: 2020-12-13 · PyPy 3 (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**370.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[IceKnight1093's solution](#)

**371.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,850 global accepts · Rating: 1000 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[IceKnight1093's solution](#)

**372.**

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,072 global accepts · Rating: 1000 · first AC: 2020-11-13 · last AC: 2020-11-14 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[IceKnight1093's solution](#)

**373.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**374.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,933 global accepts · Rating: 1000 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: greedy, strings

[IceKnight1093's solution](#)

**375.**

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, math

[IceKnight1093's solution](#)

**376.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[IceKnight1093's solution](#)

**377.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · PyPy 2 (first AC) · Tags: math

[IceKnight1093's solution](#)

**378.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · last AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms

[IceKnight1093's solution](#)

**379.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[IceKnight1093's solution](#)

**380.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[IceKnight1093's solution](#)

**381.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[IceKnight1093's solution](#)

**382.**

1266B

[Dice Tower](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**383.**

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[IceKnight1093's solution](#)

**384.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**385.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**386.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**387.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**388.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**389.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**390.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,577 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math

[IceKnight1093's solution](#)

**391.**

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

[IceKnight1093's solution](#)

**392.**

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

[IceKnight1093's solution](#)

**393.**

1155A

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

Quality: 25,971 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[IceKnight1093's solution](#)

**394.**

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[IceKnight1093's solution](#)

**395.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**396.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**397.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**398.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**399.**

1133A

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

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**400.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[IceKnight1093's solution](#)

**401.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[IceKnight1093's solution](#)

**402.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[IceKnight1093's solution](#)

**403.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**404.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**405.**

1090M

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

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**406.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[IceKnight1093's solution](#)

**407.**

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2018-11-28 · last AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings  
[IceKnight1093's solution](#)

**408.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**409.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[IceKnight1093's solution](#)

**410.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**411.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**412.**

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[IceKnight1093's solution](#)

**413.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**414.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**415.**

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**416.**

1027A

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

Quality: 18,804 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**417.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**418.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[IceKnight1093's solution](#)

**419.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,126 global accepts · Rating: 1000 · first AC: 2018-08-11 · last AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[IceKnight1093's solution](#)

**420.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**421.**

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**422.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**423.**

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**424.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**425.**

476A

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

Quality: 51,614 global accepts · Rating: 1000 · first AC: 2017-12-20 · Python 3 (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**426.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2017-12-20 · Python 3 (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**427.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-12-11 · Java 8 (first AC) · Tags: brute force, geometry, math

[IceKnight1093's solution](#)

**428.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**429.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**430.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**431.**

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[IceKnight1093's solution](#)

**432.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2017-06-21 · Java 8 (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**433.**

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**434.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**435.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**436.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**437.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[IceKnight1093's solution](#)

**438.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[IceKnight1093's solution](#)

**439.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[IceKnight1093's solution](#)

**440.**

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**441.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**442.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,228 global accepts · Rating: 1000 · first AC: 2016-09-26 · GNU C++ (first AC) · Tags: math

[IceKnight1093's solution](#)

**443.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[IceKnight1093's solution](#)

**444.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,619 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**445.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**446.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[IceKnight1093's solution](#)

**447.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**448.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special, dp

[IceKnight1093's solution](#)

**449.**

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[IceKnight1093's solution](#)

**450.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,018 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[IceKnight1093's solution](#)

**451.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[IceKnight1093's solution](#)

**452.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[IceKnight1093's solution](#)

**453.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**454.**

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[IceKnight1093's solution](#)

**455.**

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[IceKnight1093's solution](#)

**456.**

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[IceKnight1093's solution](#)

**457.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-01 · last AC: 2022-02-01 · PyPy 3 (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**458.**

1624C

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

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[IceKnight1093's solution](#)

**459.**

1616B

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

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

[IceKnight1093's solution](#)

**460.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[IceKnight1093's solution](#)

**461.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,404 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[IceKnight1093's solution](#)

**462.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**463.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[IceKnight1093's solution](#)

**464.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[IceKnight1093's solution](#)

**465.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[IceKnight1093's solution](#)

**466.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers  
[IceKnight1093's solution](#)

**467.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[IceKnight1093's solution](#)

**468.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[IceKnight1093's solution](#)

**469.**

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[IceKnight1093's solution](#)

**470.**

1511C

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

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees  
[IceKnight1093's solution](#)

**471.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[IceKnight1093's solution](#)

**472.**

1506B

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

Quality: 21,150 global accepts · Rating: 1100 · first AC: 2021-03-25 · PyPy 3 (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**473.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,409 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math  
[IceKnight1093's solution](#)

**474.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[IceKnight1093's solution](#)

**475.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[IceKnight1093's solution](#)

**476.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[IceKnight1093's solution](#)

**477.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,343 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[IceKnight1093's solution](#)

**478.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-18 · PyPy 3 (first AC) · Tags: binary search, math

[IceKnight1093's solution](#)

**479.**

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · last AC: 2020-10-25 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**480.**

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, math

[IceKnight1093's solution](#)

**481.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**482.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[IceKnight1093's solution](#)

**483.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**484.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**485.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[IceKnight1093's solution](#)

**486.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-07 · last AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, math

[IceKnight1093's solution](#)

**487.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[IceKnight1093's solution](#)

**488.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**489.**

1333B

[Kind Anton](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**490.**

1327A

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

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

[IceKnight1093's solution](#)

**491.**

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**492.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[IceKnight1093's solution](#)

**493.**

1304B

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

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

[IceKnight1093's solution](#)

**494.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**495.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**496.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[IceKnight1093's solution](#)

**497.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[IceKnight1093's solution](#)

**498.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: math  
[IceKnight1093's solution](#)

**499.**

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[IceKnight1093's solution](#)

**500.**

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  
[IceKnight1093's solution](#)

**501.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[IceKnight1093's solution](#)

**502.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**503.**

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**504.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**505.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[IceKnight1093's solution](#)

**506.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[IceKnight1093's solution](#)

**507.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[IceKnight1093's solution](#)

**508.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**509.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[IceKnight1093's solution](#)

**510.**

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**511.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**512.**

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**513.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[IceKnight1093's solution](#)

**514.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[IceKnight1093's solution](#)

**515.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2018-01-31 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory  
[IceKnight1093's solution](#)

**516.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**517.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,831 global accepts · Rating: 1100 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation  
[IceKnight1093's solution](#)

**518.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**519.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**520.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · last AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[IceKnight1093's solution](#)

**521.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**522.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**523.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory  
[IceKnight1093's solution](#)

**524.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[IceKnight1093's solution](#)

**525.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-13 · last AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[IceKnight1093's solution](#)

**526.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**527.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[IceKnight1093's solution](#)

**528.**

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**529.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**530.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-18 · last AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[IceKnight1093's solution](#)

**531.**

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**532.**

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**533.**

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**534.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[IceKnight1093's solution](#)

**535.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[IceKnight1093's solution](#)

**536.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[IceKnight1093's solution](#)

**537.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory  
[IceKnight1093's solution](#)

**538.**

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[IceKnight1093's solution](#)

**539.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**540.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-11-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**541.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: math

[IceKnight1093's solution](#)

**542.**

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[IceKnight1093's solution](#)

**543.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**544.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,557 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[IceKnight1093's solution](#)

**545.**

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**546.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[IceKnight1093's solution](#)

**547.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**548.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[IceKnight1093's solution](#)

**549.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-28 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[IceKnight1093's solution](#)

**550.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[IceKnight1093's solution](#)

**551.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**552.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,793 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[IceKnight1093's solution](#)

**553.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[IceKnight1093's solution](#)

**554.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**555.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**556.**

1586B

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

Rating: 1200 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[IceKnight1093's solution](#)

**557.**

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[IceKnight1093's solution](#)

**558.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[IceKnight1093's solution](#)

**559.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[IceKnight1093's solution](#)

**560.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,464 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**561.**

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**562.**

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[IceKnight1093's solution](#)

**563.**

1527B1

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

Quality: 34,403 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[IceKnight1093's solution](#)

**564.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[IceKnight1093's solution](#)

**565.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[IceKnight1093's solution](#)

**566.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[IceKnight1093's solution](#)

**567.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,715 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IceKnight1093's solution](#)

**568.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,357 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**569.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**570.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings  
[IceKnight1093's solution](#)

**571.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[IceKnight1093's solution](#)

**572.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[IceKnight1093's solution](#)

**573.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings  
[IceKnight1093's solution](#)

**574.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**575.**

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[IceKnight1093's solution](#)

**576.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,812 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math  
[IceKnight1093's solution](#)

**577.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[IceKnight1093's solution](#)

**578.**

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[IceKnight1093's solution](#)

**579.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**580.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**581.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**582.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-05-17 · PyPy 2 (first AC) · Tags: binary search, dp, implementation, two pointers

[IceKnight1093's solution](#)

**583.**

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[IceKnight1093's solution](#)

**584.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**585.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**586.**

1327B

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

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

[IceKnight1093's solution](#)

**587.**

1305B

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

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

[IceKnight1093's solution](#)

**588.**

1270B

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

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

[IceKnight1093's solution](#)

**589.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[IceKnight1093's solution](#)

**590.**

1213C

[Book Reading](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**591.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[IceKnight1093's solution](#)

**592.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**593.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**594.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**595.**

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[IceKnight1093's solution](#)

**596.**

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[IceKnight1093's solution](#)

**597.**

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[IceKnight1093's solution](#)

**598.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[IceKnight1093's solution](#)

**599.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**600.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[IceKnight1093's solution](#)

**601.**

1133B

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

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**602.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[IceKnight1093's solution](#)

**603.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[IceKnight1093's solution](#)

**604.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[IceKnight1093's solution](#)

**605.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[IceKnight1093's solution](#)

**606.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[IceKnight1093's solution](#)

**607.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**608.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[IceKnight1093's solution](#)

**609.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[IceKnight1093's solution](#)

**610.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**611.**

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**612.**

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[IceKnight1093's solution](#)

**613.**

1076A

[Minimizing the String](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[IceKnight1093's solution](#)

**614.**

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[IceKnight1093's solution](#)

**615.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**616.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,030 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[IceKnight1093's solution](#)

**617.**

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**618.**

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[IceKnight1093's solution](#)

**619.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[IceKnight1093's solution](#)

**620.**

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[IceKnight1093's solution](#)

**621.**

1029B

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

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[IceKnight1093's solution](#)

**622.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**623.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**624.**

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[IceKnight1093's solution](#)

**625.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**626.**

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2018-08-01 · last AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**627.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[IceKnight1093's solution](#)

**628.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[IceKnight1093's solution](#)

**629.**

47B

[Coins](#) · [Tutorial](#)

Quality: 16,079 global accepts · Rating: 1200 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**630.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**631.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[IceKnight1093's solution](#)

**632.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · last AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**633.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[IceKnight1093's solution](#)

**634.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2018-06-09 · PyPy 3 (first AC) · Tags: math

[IceKnight1093's solution](#)

**635.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[IceKnight1093's solution](#)

**636.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**637.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**638.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

**639.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**640.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[IceKnight1093's solution](#)

**641.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-15 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**642.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**643.**

914B

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

Quality: 9,064 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[IceKnight1093's solution](#)

**644.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[IceKnight1093's solution](#)

**645.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[IceKnight1093's solution](#)

**646.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy  
[IceKnight1093's solution](#)

**647.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**648.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**649.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-18 · Java 8 (first AC) · Tags: greedy, implementation, two pointers  
[IceKnight1093's solution](#)

**650.**

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**651.**

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[IceKnight1093's solution](#)

**652.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2017-09-23 · Java 8 (first AC) · Tags: implementation, strings  
[IceKnight1093's solution](#)

**653.**

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[IceKnight1093's solution](#)

**654.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**655.**

776B

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

Quality: 25,731 global accepts · Rating: 1200 · first AC: 2017-06-06 · Java 8 (first AC) · Tags: constructive algorithms, number theory  
[IceKnight1093's solution](#)

**656.**

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**657.**

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[IceKnight1093's solution](#)

**658.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[IceKnight1093's solution](#)

**659.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[IceKnight1093's solution](#)

**660.**

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[IceKnight1093's solution](#)

**661.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**662.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[IceKnight1093's solution](#)

**663.**

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[IceKnight1093's solution](#)

**664.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[IceKnight1093's solution](#)

**665.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[IceKnight1093's solution](#)

**666.**

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[IceKnight1093's solution](#)

**667.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1200 · first AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[IceKnight1093's solution](#)

**668.**

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**669.**

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[IceKnight1093's solution](#)

**670.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**671.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[IceKnight1093's solution](#)

**672.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[IceKnight1093's solution](#)

**673.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[IceKnight1093's solution](#)

**674.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[IceKnight1093's solution](#)

**675.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[IceKnight1093's solution](#)

**676.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[IceKnight1093's solution](#)

**677.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[IceKnight1093's solution](#)

**678.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**679.**

1775B

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

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[IceKnight1093's solution](#)

**680.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[IceKnight1093's solution](#)

**681.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IceKnight1093's solution](#)

**682.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[IceKnight1093's solution](#)

**683.**

1741D

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

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[IceKnight1093's solution](#)

**684.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[IceKnight1093's solution](#)

**685.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[IceKnight1093's solution](#)

**686.**

1591C

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

Rating: 1300 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**687.**

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-03 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[IceKnight1093's solution](#)

**688.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**689.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[IceKnight1093's solution](#)

**690.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[IceKnight1093's solution](#)

**691.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[IceKnight1093's solution](#)

**692.**

1547D

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

Quality: 18,589 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[IceKnight1093's solution](#)

**693.**

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[IceKnight1093's solution](#)

**694.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[IceKnight1093's solution](#)

**695.**

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[IceKnight1093's solution](#)

**696.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**697.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[IceKnight1093's solution](#)

**698.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[IceKnight1093's solution](#)

**699.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[IceKnight1093's solution](#)

**700.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[IceKnight1093's solution](#)

**701.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,883 global accepts · Rating: 1300 · first AC: 2020-12-19 · PyPy 3 (first AC) · Tags: dp, math

[IceKnight1093's solution](#)

**702.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[IceKnight1093's solution](#)

**703.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**704.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[IceKnight1093's solution](#)

**705.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**706.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[IceKnight1093's solution](#)

**707.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[IceKnight1093's solution](#)

**708.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[IceKnight1093's solution](#)

**709.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[IceKnight1093's solution](#)

**710.**

1372B

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

Quality: 36,393 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[IceKnight1093's solution](#)

**711.**

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation

[IceKnight1093's solution](#)

**712.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**713.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: dp, graphs, implementation, shortest paths

[IceKnight1093's solution](#)

**714.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 1300 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**715.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**716.**

1328B

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

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[IceKnight1093's solution](#)

**717.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[IceKnight1093's solution](#)

**718.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**719.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[IceKnight1093's solution](#)

**720.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,830 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[IceKnight1093's solution](#)

**721.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[IceKnight1093's solution](#)

**722.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers  
[IceKnight1093's solution](#)

**723.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[IceKnight1093's solution](#)

**724.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings  
[IceKnight1093's solution](#)

**725.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[IceKnight1093's solution](#)

**726.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[IceKnight1093's solution](#)

**727.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[IceKnight1093's solution](#)

**728.**

598B

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

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[IceKnight1093's solution](#)

**729.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**730.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings  
[IceKnight1093's solution](#)

**731.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[IceKnight1093's solution](#)

**732.**

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  
[IceKnight1093's solution](#)

**733.**

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  
[IceKnight1093's solution](#)

**734.**

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[IceKnight1093's solution](#)

**735.**

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[IceKnight1093's solution](#)

**736.**

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings  
[IceKnight1093's solution](#)

**737.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[IceKnight1093's solution](#)

**738.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[IceKnight1093's solution](#)

**739.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[IceKnight1093's solution](#)

**740.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**741.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings  
[IceKnight1093's solution](#)

**742.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**743.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings  
[IceKnight1093's solution](#)

**744.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**745.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[IceKnight1093's solution](#)

**746.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation  
[IceKnight1093's solution](#)

**747.**

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**748.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**749.**

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**750.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[IceKnight1093's solution](#)

**751.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**752.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · last AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**753.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2018-09-11 · last AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[IceKnight1093's solution](#)

**754.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[IceKnight1093's solution](#)

**755.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · last AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[IceKnight1093's solution](#)

**756.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · last AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**757.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**758.**

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[IceKnight1093's solution](#)

**759.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[IceKnight1093's solution](#)

**760.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[IceKnight1093's solution](#)

**761.**

1008C

[Reorder the Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[IceKnight1093's solution](#)

**762.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-09 · last AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[IceKnight1093's solution](#)

**763.**

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[IceKnight1093's solution](#)

**764.**

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[IceKnight1093's solution](#)

**765.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[IceKnight1093's solution](#)

**766.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[IceKnight1093's solution](#)

**767.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,828 global accepts · Rating: 1300 · first AC: 2017-12-20 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory  
[IceKnight1093's solution](#)

**768.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,519 global accepts · Rating: 1300 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[IceKnight1093's solution](#)

**769.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[IceKnight1093's solution](#)

**770.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[IceKnight1093's solution](#)

**771.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[IceKnight1093's solution](#)

**772.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**773.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**774.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[IceKnight1093's solution](#)

**775.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**776.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[IceKnight1093's solution](#)

**777.**

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**778.**

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar  
[IceKnight1093's solution](#)

**779.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**780.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[IceKnight1093's solution](#)

**781.**

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**782.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**783.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**784.**

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[IceKnight1093's solution](#)

**785.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2017-12-20 · Python 3 (first AC) · Tags: brute force, dp

[IceKnight1093's solution](#)

**786.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[IceKnight1093's solution](#)

**787.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**788.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[IceKnight1093's solution](#)

**789.**

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**790.**

872C

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

Rating: 1300 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[IceKnight1093's solution](#)

**791.**

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[IceKnight1093's solution](#)

**792.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**793.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-30 · Python 3 (first AC) · Tags: combinatorics, math

[IceKnight1093's solution](#)

**794.**

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**795.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**796.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[IceKnight1093's solution](#)

**797.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · last AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**798.**

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**799.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**800.**

808B

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

Quality: 14,876 global accepts · Rating: 1300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[IceKnight1093's solution](#)

**801.**

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[IceKnight1093's solution](#)

**802.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs,

interactive, trees

[IceKnight1093's solution](#)

**803.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[IceKnight1093's solution](#)

**804.**

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[IceKnight1093's solution](#)

**805.**

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**806.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[IceKnight1093's solution](#)

**807.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[IceKnight1093's solution](#)

**808.**

2131D

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

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[IceKnight1093's solution](#)

**809.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,122 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[IceKnight1093's solution](#)

**810.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[IceKnight1093's solution](#)

**811.**

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[IceKnight1093's solution](#)

**812.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[IceKnight1093's solution](#)

**813.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[IceKnight1093's solution](#)

**814.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[IceKnight1093's solution](#)

**815.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[IceKnight1093's solution](#)

**816.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**817.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[IceKnight1093's solution](#)

**818.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IceKnight1093's solution](#)

**819.**

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[IceKnight1093's solution](#)

**820.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[IceKnight1093's solution](#)

**821.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[IceKnight1093's solution](#)

**822.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[IceKnight1093's solution](#)

**823.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[IceKnight1093's solution](#)

**824.**

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[IceKnight1093's solution](#)

**825.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[IceKnight1093's solution](#)

**826.**

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

**827.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[IceKnight1093's solution](#)

**828.**

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[IceKnight1093's solution](#)

**829.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[IceKnight1093's solution](#)

**830.**

1520E

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

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**831.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[IceKnight1093's solution](#)

**832.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[IceKnight1093's solution](#)

**833.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,107 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[IceKnight1093's solution](#)

**834.**

1506D

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

Quality: 25,536 global accepts · Rating: 1400 · first AC: 2021-03-25 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[IceKnight1093's solution](#)

**835.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[IceKnight1093's solution](#)

**836.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[IceKnight1093's solution](#)

**837.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2021-01-03 · last AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[IceKnight1093's solution](#)

**838.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

**839.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[IceKnight1093's solution](#)

**840.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[IceKnight1093's solution](#)

**841.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[IceKnight1093's solution](#)

**842.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**843.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[IceKnight1093's solution](#)

**844.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[IceKnight1093's solution](#)

**845.**

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[IceKnight1093's solution](#)

**846.**

1374D

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

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: math, sortings, two pointers

[IceKnight1093's solution](#)

**847.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

**848.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[IceKnight1093's solution](#)

**849.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · PyPy 2 (first AC) · Tags: binary search, geometry, math, ternary search

[IceKnight1093's solution](#)

**850.**

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

[IceKnight1093's solution](#)

**851.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**852.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[IceKnight1093's solution](#)

**853.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[IceKnight1093's solution](#)

**854.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · last AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[IceKnight1093's solution](#)

**855.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[IceKnight1093's solution](#)

**856.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[IceKnight1093's solution](#)

**857.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[IceKnight1093's solution](#)

**858.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[IceKnight1093's solution](#)

**859.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**860.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**861.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**862.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**863.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**864.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[IceKnight1093's solution](#)

**865.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**866.**

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[IceKnight1093's solution](#)

**867.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[IceKnight1093's solution](#)

**868.**

1183D

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

Quality: 20,424 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**869.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[IceKnight1093's solution](#)

**870.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[IceKnight1093's solution](#)

**871.**

1167C

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

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[IceKnight1093's solution](#)

**872.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[IceKnight1093's solution](#)

**873.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**874.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**875.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[IceKnight1093's solution](#)

**876.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**877.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**878.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**879.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

**880.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[IceKnight1093's solution](#)

**881.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[IceKnight1093's solution](#)

**882.**

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**883.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**884.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[IceKnight1093's solution](#)

**885.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**886.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**887.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[IceKnight1093's solution](#)

**888.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[IceKnight1093's solution](#)

**889.**

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[IceKnight1093's solution](#)

**890.**

489C

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

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2018-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[IceKnight1093's solution](#)

**891.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**892.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2017-07-25 · last AC: 2018-06-02 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[IceKnight1093's solution](#)

**893.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation

[IceKnight1093's solution](#)

**894.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[IceKnight1093's solution](#)

**895.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[IceKnight1093's solution](#)

**896.**

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**897.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[IceKnight1093's solution](#)

**898.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games  
[IceKnight1093's solution](#)

**899.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers  
[IceKnight1093's solution](#)

**900.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IceKnight1093's solution](#)

**901.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[IceKnight1093's solution](#)

**902.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[IceKnight1093's solution](#)

**903.**

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2017-08-12 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[IceKnight1093's solution](#)

**904.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: brute force, implementation  
[IceKnight1093's solution](#)

**905.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 1400 · first AC: 2017-06-18 · last AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[IceKnight1093's solution](#)

**906.**

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation

[IceKnight1093's solution](#)

**907.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[IceKnight1093's solution](#)

**908.**

752C

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

Rating: 1400 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[IceKnight1093's solution](#)

**909.**

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**910.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[IceKnight1093's solution](#)

**911.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**912.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[IceKnight1093's solution](#)

**913.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[IceKnight1093's solution](#)

**914.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,355 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[IceKnight1093's solution](#)

**915.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[IceKnight1093's solution](#)

**916.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[IceKnight1093's solution](#)

**917.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[IceKnight1093's solution](#)

**918.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[IceKnight1093's solution](#)

**919.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[IceKnight1093's solution](#)

**920.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**921.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**922.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[IceKnight1093's solution](#)

**923.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[IceKnight1093's solution](#)

**924.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[IceKnight1093's solution](#)

**925.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[IceKnight1093's solution](#)

**926.**

1569C

[Jury Meeting](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**927.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**928.**

1545A

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

Quality: 14,883 global accepts · Rating: 1500 · first AC: 2021-07-12 · PyPy 3 (first AC) · Tags: sortings

[IceKnight1093's solution](#)

**929.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[IceKnight1093's solution](#)

**930.**

1542B

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

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[IceKnight1093's solution](#)

**931.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**932.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[IceKnight1093's solution](#)

**933.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[IceKnight1093's solution](#)

**934.**

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[IceKnight1093's solution](#)

**935.**

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[IceKnight1093's solution](#)

**936.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[IceKnight1093's solution](#)

**937.**

1506E

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

Quality: 14,195 global accepts · Rating: 1500 · first AC: 2021-03-25 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**938.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[IceKnight1093's solution](#)

**939.**

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[IceKnight1093's solution](#)

**940.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[IceKnight1093's solution](#)

**941.**

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[IceKnight1093's solution](#)

**942.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[IceKnight1093's solution](#)

**943.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**944.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[IceKnight1093's solution](#)

**945.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · last AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[IceKnight1093's solution](#)

**946.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[IceKnight1093's solution](#)

**947.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1500 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[IceKnight1093's solution](#)

**948.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**949.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**950.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[IceKnight1093's solution](#)

**951.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[IceKnight1093's solution](#)

**952.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[IceKnight1093's solution](#)

**953.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[IceKnight1093's solution](#)

**954.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**955.**

1400C

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

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[IceKnight1093's solution](#)

**956.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2017-06-20 · last AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**957.**

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · last AC: 2020-07-19 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[IceKnight1093's solution](#)

**958.**

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory  
[IceKnight1093's solution](#)

**959.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[IceKnight1093's solution](#)

**960.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[IceKnight1093's solution](#)

**961.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[IceKnight1093's solution](#)

**962.**

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[IceKnight1093's solution](#)

**963.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**964.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers  
[IceKnight1093's solution](#)

**965.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**966.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[IceKnight1093's solution](#)

**967.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy  
[IceKnight1093's solution](#)

**968.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings  
[IceKnight1093's solution](#)

**969.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers  
[IceKnight1093's solution](#)

**970.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search  
[IceKnight1093's solution](#)

**971.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[IceKnight1093's solution](#)

**972.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**973.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**974.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[IceKnight1093's solution](#)

**975.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings  
[IceKnight1093's solution](#)

**976.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**977.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[IceKnight1093's solution](#)

**978.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[IceKnight1093's solution](#)

**979.**

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[IceKnight1093's solution](#)

**980.**

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp  
[IceKnight1093's solution](#)

**981.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[IceKnight1093's solution](#)

**982.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[IceKnight1093's solution](#)

**983.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[IceKnight1093's solution](#)

**984.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**985.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[IceKnight1093's solution](#)

**986.**

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[IceKnight1093's solution](#)

**987.**

1179A

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

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation  
[IceKnight1093's solution](#)

**988.**

1166C

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

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[IceKnight1093's solution](#)

**989.**

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

[IceKnight1093's solution](#)

**990.**

1163B1

[Cat Party \(Easy Edition\) · Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

**991.**

1119C

[Ramesses and Corner Inversion · Tutorial](#)

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

[IceKnight1093's solution](#)

**992.**

1139C

[Edgy Trees · Tutorial](#)

Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[IceKnight1093's solution](#)

**993.**

1141D

[Colored Boots · Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**994.**

1136C

[Nastya Is Transposing Matrices · Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[IceKnight1093's solution](#)

**995.**

1133D

[Zero Quantity Maximization · Tutorial](#)

Quality: 16,452 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[IceKnight1093's solution](#)

**996.**

1110C

[Meaningless Operations · Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[IceKnight1093's solution](#)

**997.**

1105C

[Ayoub and Lost Array · Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IceKnight1093's solution](#)

**998.**

1101E

[Polycarp's New Job · Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**999.**

1101C

[Division and Union · Tutorial](#)

Quality: 12,035 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[IceKnight1093's solution](#)

**1000.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**1001.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[IceKnight1093's solution](#)

**1002.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**1003.**

1080C

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

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**1004.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[IceKnight1093's solution](#)

**1005.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[IceKnight1093's solution](#)

**1006.**

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**1007.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1008.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**1009.**

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**1010.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths  
[IceKnight1093's solution](#)

### 1011.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[IceKnight1093's solution](#)

### 1012.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[IceKnight1093's solution](#)

### 1013.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[IceKnight1093's solution](#)

### 1014.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[IceKnight1093's solution](#)

### 1015.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2018-07-02 · last AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IceKnight1093's solution](#)

### 1016.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

### 1017.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

### 1018.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

### 1019.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[IceKnight1093's solution](#)

### 1020.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[IceKnight1093's solution](#)

### 1021.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[IceKnight1093's solution](#)

### 1022.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

### 1023.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[IceKnight1093's solution](#)

### 1024.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-22 · last AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

### 1025.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2016-12-25 · last AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

### 1026.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,859 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[IceKnight1093's solution](#)

### 1027.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1500 · first AC: 2018-04-30 · last AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[IceKnight1093's solution](#)

### 1028.

960B

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

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[IceKnight1093's solution](#)

### 1029.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[IceKnight1093's solution](#)

### 1030.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[IceKnight1093's solution](#)

### 1031.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-12-25 · PyPy 2 (first AC) · Tags: brute force, greedy, sortings

[IceKnight1093's solution](#)

**1032.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**1033.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-12-11 · Java 8 (first AC) · Tags: dp, games

[IceKnight1093's solution](#)

**1034.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1035.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-11-04 · Java 8 (first AC) · Tags: dfs and similar, greedy, math

[IceKnight1093's solution](#)

**1036.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**1037.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[IceKnight1093's solution](#)

**1038.**

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[IceKnight1093's solution](#)

**1039.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[IceKnight1093's solution](#)

**1040.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1041.**

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**1042.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[IceKnight1093's solution](#)

**1043.**

812C

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

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · last AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[IceKnight1093's solution](#)

**1044.**

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[IceKnight1093's solution](#)

**1045.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**1046.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1047.**

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[IceKnight1093's solution](#)

**1048.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**1049.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-21 · last AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[IceKnight1093's solution](#)

**1050.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[IceKnight1093's solution](#)

**1051.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-09-26 · GNU C++ (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**1052.**

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[IceKnight1093's solution](#)

**1053.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[IceKnight1093's solution](#)

**1054.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-10-31 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[IceKnight1093's solution](#)

**1055.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**1056.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[IceKnight1093's solution](#)

**1057.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**1058.**

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation

[IceKnight1093's solution](#)

**1059.**

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[IceKnight1093's solution](#)

**1060.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[IceKnight1093's solution](#)

**1061.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[IceKnight1093's solution](#)

**1062.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[IceKnight1093's solution](#)

**1063.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[IceKnight1093's solution](#)

### 1064.

1741E

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

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[IceKnight1093's solution](#)

### 1065.

1702E

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

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[IceKnight1093's solution](#)

### 1066.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

### 1067.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[IceKnight1093's solution](#)

### 1068.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[IceKnight1093's solution](#)

### 1069.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[IceKnight1093's solution](#)

### 1070.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[IceKnight1093's solution](#)

### 1071.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · PyPy 3 (first AC) · Tags: implementation

[IceKnight1093's solution](#)

### 1072.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[IceKnight1093's solution](#)

### 1073.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[IceKnight1093's solution](#)

**1074.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[IceKnight1093's solution](#)

**1075.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**1076.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[IceKnight1093's solution](#)

**1077.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[IceKnight1093's solution](#)

**1078.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**1079.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[IceKnight1093's solution](#)

**1080.**

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[IceKnight1093's solution](#)

**1081.**

1526C2

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

Quality: 29,737 global accepts · Rating: 1600 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[IceKnight1093's solution](#)

**1082.**

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[IceKnight1093's solution](#)

**1083.**

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[IceKnight1093's solution](#)

**1084.**

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · last AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**1085.**

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[IceKnight1093's solution](#)

**1086.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1087.**

1520F1

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

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[IceKnight1093's solution](#)

**1088.**

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[IceKnight1093's solution](#)

**1089.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[IceKnight1093's solution](#)

**1090.**

1513C

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**1091.**

1512E

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**1092.**

1503A

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**1093.**

1505B

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Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, number theory

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**1094.**

1498C

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**1095.**

1483A

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Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
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**1096.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2021-03-18 · PyPy 3 (first AC) · Tags: brute force  
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**1097.**

1497C2

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Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**1098.**

1486C1

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Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
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**1099.**

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
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**1100.**

1475E

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Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
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**1101.**

243A

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**1102.**

1469C

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Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers  
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**1103.**

1468K

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Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[IceKnight1093's solution](#)

**1104.**

1458A

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Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**1105.**

1461D

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Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

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**1106.**

1455D

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**1107.**

1452D

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Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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**1108.**

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[IceKnight1093's solution](#)

**1109.**

1423K

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**1110.**

1407C

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**1111.**

1398C

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**1112.**

1389B

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[IceKnight1093's solution](#)

**1113.**

681C

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[IceKnight1093's solution](#)

**1114.**

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings

[IceKnight1093's solution](#)

**1115.**

1353D

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Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · last AC: 2020-05-15 · PyPy 2 (first AC) · Tags: constructive algorithms, data structures, sortings

[IceKnight1093's solution](#)

**1116.**

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[IceKnight1093's solution](#)

**1117.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**1118.**

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

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**1119.**

1305C

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**1120.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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**1121.**

1303C

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**1122.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[IceKnight1093's solution](#)

**1123.**

1295C

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Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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**1124.**

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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**1125.**

1282B2

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Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
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**1126.**

1261B1

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Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
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**1127.**

1252C

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Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
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**1128.**

1240A

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Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
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**1129.**

1234D

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Quality: 18,590 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
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**1130.**

1217B

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**1131.**

1213D2

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**1132.**

1203D1

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**1133.**

1198A

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**1134.**

1198B

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Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings  
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**1135.**

1184C1

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Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**1136.**

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**1137.**

1188A1

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**1138.**

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[IceKnight1093's solution](#)

**1139.**

1165E

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**1140.**

1165D

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Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**1141.**

1163B2

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Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**1142.**

1151D

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Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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**1143.**

1151B

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**1144.**

523D

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Quality: 2,559 global accepts · Rating: 1600 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, implementation

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**1145.**

1140C

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**1146.**

1133F1

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**1147.**

1087C

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**1148.**

1096C

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**1149.**

817C

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**1150.**

1082B

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Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**1151.**

1082C

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Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**1152.**

1056D

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Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[IceKnight1093's solution](#)

**1153.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**1154.**

616D

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Quality: 12,376 global accepts · Rating: 1600 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[IceKnight1093's solution](#)

**1155.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IceKnight1093's solution](#)

**1156.**

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**1157.**

954D

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Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
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### 1158.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
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235A

[LCM Challenge](#) · [Tutorial](#)

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1065C

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Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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1033C

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1059C

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Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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1060C

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Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers  
[IceKnight1093's solution](#)

### 1164.

375B

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Quality: 5,430 global accepts · Rating: 1600 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, sortings  
[IceKnight1093's solution](#)

### 1165.

407B

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Quality: 7,162 global accepts · Rating: 1600 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
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429B

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Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[IceKnight1093's solution](#)

### 1167.

1041C

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Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[IceKnight1093's solution](#)

**1168.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[IceKnight1093's solution](#)

**1169.**

1036B

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Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**1170.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings

[IceKnight1093's solution](#)

**1171.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[IceKnight1093's solution](#)

**1172.**

898D

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Quality: 4,537 global accepts · Rating: 1600 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1173.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[IceKnight1093's solution](#)

**1174.**

1025C

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**1175.**

1025B

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Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[IceKnight1093's solution](#)

**1176.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**1177.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**1178.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[IceKnight1093's solution](#)

**1179.**

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1180.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**1181.**

992C

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

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**1182.**

939C

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Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[IceKnight1093's solution](#)

**1183.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 1600 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[IceKnight1093's solution](#)

**1184.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,199 global accepts · Rating: 1600 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[IceKnight1093's solution](#)

**1185.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IceKnight1093's solution](#)

**1186.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,316 global accepts · Rating: 1600 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**1187.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

**1188.**

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[IceKnight1093's solution](#)

**1189.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[IceKnight1093's solution](#)

**1190.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[IceKnight1093's solution](#)

**1191.**

932C

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Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

**1192.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[IceKnight1093's solution](#)

**1193.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[IceKnight1093's solution](#)

**1194.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[IceKnight1093's solution](#)

**1195.**

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings

[IceKnight1093's solution](#)

**1196.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**1197.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**1198.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[IceKnight1093's solution](#)

**1199.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[IceKnight1093's solution](#)

**1200.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2017-08-27 · last AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[IceKnight1093's solution](#)

**1201.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[IceKnight1093's solution](#)

**1202.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IceKnight1093's solution](#)

**1203.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[IceKnight1093's solution](#)

**1204.**

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[IceKnight1093's solution](#)

**1205.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[IceKnight1093's solution](#)

**1206.**

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[IceKnight1093's solution](#)

**1207.**

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[IceKnight1093's solution](#)

**1208.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · last AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[IceKnight1093's solution](#)

**1209.**

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[IceKnight1093's solution](#)

**1210.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1211.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[IceKnight1093's solution](#)

**1212.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search  
[IceKnight1093's solution](#)

**1213.**

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[IceKnight1093's solution](#)

**1214.**

764C

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

Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees  
[IceKnight1093's solution](#)

**1215.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[IceKnight1093's solution](#)

**1216.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[IceKnight1093's solution](#)

**1217.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[IceKnight1093's solution](#)

**1218.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search  
[IceKnight1093's solution](#)

**1219.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math  
[IceKnight1093's solution](#)

**1220.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[IceKnight1093's solution](#)

**1221.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, two pointers

[IceKnight1093's solution](#)

**1222.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[IceKnight1093's solution](#)

**1223.**

1822G1

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

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[IceKnight1093's solution](#)

**1224.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[IceKnight1093's solution](#)

**1225.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[IceKnight1093's solution](#)

**1226.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[IceKnight1093's solution](#)

**1227.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[IceKnight1093's solution](#)

**1228.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[IceKnight1093's solution](#)

**1229.**

1765D

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Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

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**1230.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[IceKnight1093's solution](#)

**1231.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[IceKnight1093's solution](#)

### 1232.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[IceKnight1093's solution](#)

### 1233.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[IceKnight1093's solution](#)

### 1234.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[IceKnight1093's solution](#)

### 1235.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[IceKnight1093's solution](#)

### 1236.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

### 1237.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[IceKnight1093's solution](#)

### 1238.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[IceKnight1093's solution](#)

### 1239.

1598D

[Training Session](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

### 1240.

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[IceKnight1093's solution](#)

### 1241.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[IceKnight1093's solution](#)

**1242.**

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[IceKnight1093's solution](#)

**1243.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[IceKnight1093's solution](#)

**1244.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[IceKnight1093's solution](#)

**1245.**

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[IceKnight1093's solution](#)

**1246.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[IceKnight1093's solution](#)

**1247.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1700 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[IceKnight1093's solution](#)

**1248.**

1538D

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

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[IceKnight1093's solution](#)

**1249.**

828C

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

Rating: 1700 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[IceKnight1093's solution](#)

**1250.**

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[IceKnight1093's solution](#)

**1251.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · last AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp,

math, number theory

[IceKnight1093's solution](#)

**1252.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[IceKnight1093's solution](#)

**1253.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · last AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[IceKnight1093's solution](#)

**1254.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[IceKnight1093's solution](#)

**1255.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[IceKnight1093's solution](#)

**1256.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[IceKnight1093's solution](#)

**1257.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · last AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[IceKnight1093's solution](#)

**1258.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[IceKnight1093's solution](#)

**1259.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-11 · last AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**1260.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[IceKnight1093's solution](#)

**1261.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math  
[IceKnight1093's solution](#)

**1262.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[IceKnight1093's solution](#)

**1263.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings  
[IceKnight1093's solution](#)

**1264.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory  
[IceKnight1093's solution](#)

**1265.**

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation  
[IceKnight1093's solution](#)

**1266.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs  
[IceKnight1093's solution](#)

**1267.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · last AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers  
[IceKnight1093's solution](#)

**1268.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation  
[IceKnight1093's solution](#)

**1269.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[IceKnight1093's solution](#)

**1270.**

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · last AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[IceKnight1093's solution](#)

**1271.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[IceKnight1093's solution](#)

**1272.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[IceKnight1093's solution](#)

**1273.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers  
[IceKnight1093's solution](#)

**1274.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[IceKnight1093's solution](#)

**1275.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[IceKnight1093's solution](#)

**1276.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings  
[IceKnight1093's solution](#)

**1277.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy  
[IceKnight1093's solution](#)

**1278.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers  
[IceKnight1093's solution](#)

**1279.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers  
[IceKnight1093's solution](#)

**1280.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[IceKnight1093's solution](#)

**1281.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · last AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[IceKnight1093's solution](#)

**1282.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[IceKnight1093's solution](#)

**1283.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**1284.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[IceKnight1093's solution](#)

**1285.**

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

[IceKnight1093's solution](#)

**1286.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[IceKnight1093's solution](#)

**1287.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IceKnight1093's solution](#)

**1288.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[IceKnight1093's solution](#)

**1289.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[IceKnight1093's solution](#)

**1290.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[IceKnight1093's solution](#)

**1291.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[IceKnight1093's solution](#)

**1292.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[IceKnight1093's solution](#)

**1293.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[IceKnight1093's solution](#)

**1294.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[IceKnight1093's solution](#)

**1295.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1296.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[IceKnight1093's solution](#)

**1297.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[IceKnight1093's solution](#)

**1298.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[IceKnight1093's solution](#)

**1299.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[IceKnight1093's solution](#)

**1300.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

**1301.**

598D

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

Quality: 13,094 global accepts · Rating: 1700 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[IceKnight1093's solution](#)

**1302.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[IceKnight1093's solution](#)

**1303.**

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers  
[IceKnight1093's solution](#)

**1304.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings  
[IceKnight1093's solution](#)

**1305.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,571 global accepts · Rating: 1700 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees  
[IceKnight1093's solution](#)

**1306.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[IceKnight1093's solution](#)

**1307.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[IceKnight1093's solution](#)

**1308.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive  
[IceKnight1093's solution](#)

**1309.**

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, greedy, sortings  
[IceKnight1093's solution](#)

**1310.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**1311.**

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[IceKnight1093's solution](#)

**1312.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[IceKnight1093's solution](#)

**1313.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[IceKnight1093's solution](#)

**1314.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IceKnight1093's solution](#)

**1315.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**1316.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[IceKnight1093's solution](#)

**1317.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[IceKnight1093's solution](#)

**1318.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2018-11-28 · last AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[IceKnight1093's solution](#)

**1319.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[IceKnight1093's solution](#)

**1320.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[IceKnight1093's solution](#)

**1321.**

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[IceKnight1093's solution](#)

**1322.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[IceKnight1093's solution](#)

**1323.**

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[IceKnight1093's solution](#)

**1324.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**1325.**

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[IceKnight1093's solution](#)

**1326.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[IceKnight1093's solution](#)

**1327.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**1328.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[IceKnight1093's solution](#)

**1329.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[IceKnight1093's solution](#)

**1330.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[IceKnight1093's solution](#)

**1331.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[IceKnight1093's solution](#)

### 1332.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[IceKnight1093's solution](#)

### 1333.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[IceKnight1093's solution](#)

### 1334.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[IceKnight1093's solution](#)

### 1335.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[IceKnight1093's solution](#)

### 1336.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[IceKnight1093's solution](#)

### 1337.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2018-08-03 · last AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[IceKnight1093's solution](#)

### 1338.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · last AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

### 1339.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[IceKnight1093's solution](#)

### 1340.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

### 1341.

276D

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

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-07-05 · last AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[IceKnight1093's solution](#)

**1342.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1700 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**1343.**

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[IceKnight1093's solution](#)

**1344.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[IceKnight1093's solution](#)

**1345.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[IceKnight1093's solution](#)

**1346.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,438 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[IceKnight1093's solution](#)

**1347.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**1348.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[IceKnight1093's solution](#)

**1349.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[IceKnight1093's solution](#)

**1350.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[IceKnight1093's solution](#)

**1351.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[IceKnight1093's solution](#)

**1352.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**1353.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[IceKnight1093's solution](#)

**1354.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-11-23 · Python 3 (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**1355.**

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

**1356.**

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[IceKnight1093's solution](#)

**1357.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[IceKnight1093's solution](#)

**1358.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[IceKnight1093's solution](#)

**1359.**

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[IceKnight1093's solution](#)

**1360.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[IceKnight1093's solution](#)

**1361.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[IceKnight1093's solution](#)

**1362.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

dp, graphs, trees

[IceKnight1093's solution](#)

**1363.**

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**1364.**

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**1365.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[IceKnight1093's solution](#)

**1366.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[IceKnight1093's solution](#)

**1367.**

1922E

[Increasing Subsequences](#) · [Tutorial](#)

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[IceKnight1093's solution](#)

**1368.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[IceKnight1093's solution](#)

**1369.**

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, greedy

[IceKnight1093's solution](#)

**1370.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[IceKnight1093's solution](#)

**1371.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[IceKnight1093's solution](#)

**1372.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[IceKnight1093's solution](#)

**1373.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math

[IceKnight1093's solution](#)

**1374.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[IceKnight1093's solution](#)

**1375.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[IceKnight1093's solution](#)

**1376.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[IceKnight1093's solution](#)

**1377.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[IceKnight1093's solution](#)

**1378.**

1725M

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

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[IceKnight1093's solution](#)

**1379.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[IceKnight1093's solution](#)

**1380.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[IceKnight1093's solution](#)

**1381.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[IceKnight1093's solution](#)

**1382.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[IceKnight1093's solution](#)

**1383.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[IceKnight1093's solution](#)

**1384.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[IceKnight1093's solution](#)

**1385.**

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[IceKnight1093's solution](#)

**1386.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2021-10-29 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[IceKnight1093's solution](#)

**1387.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[IceKnight1093's solution](#)

**1388.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · last AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[IceKnight1093's solution](#)

**1389.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[IceKnight1093's solution](#)

**1390.**

220B

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

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[IceKnight1093's solution](#)

**1391.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[IceKnight1093's solution](#)

**1392.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[IceKnight1093's solution](#)

### 1393.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

### 1394.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[IceKnight1093's solution](#)

### 1395.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[IceKnight1093's solution](#)

### 1396.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[IceKnight1093's solution](#)

### 1397.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[IceKnight1093's solution](#)

### 1398.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[IceKnight1093's solution](#)

### 1399.

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

### 1400.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy

[IceKnight1093's solution](#)

### 1401.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[IceKnight1093's solution](#)

### 1402.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[IceKnight1093's solution](#)

**1403.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[IceKnight1093's solution](#)

**1404.**

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, greedy

[IceKnight1093's solution](#)

**1405.**

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[IceKnight1093's solution](#)

**1406.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[IceKnight1093's solution](#)

**1407.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[IceKnight1093's solution](#)

**1408.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[IceKnight1093's solution](#)

**1409.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[IceKnight1093's solution](#)

**1410.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[IceKnight1093's solution](#)

**1411.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[IceKnight1093's solution](#)

**1412.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[IceKnight1093's solution](#)

**1413.**

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1414.**

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[IceKnight1093's solution](#)

**1415.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[IceKnight1093's solution](#)

**1416.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[IceKnight1093's solution](#)

**1417.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · last AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[IceKnight1093's solution](#)

**1418.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[IceKnight1093's solution](#)

**1419.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[IceKnight1093's solution](#)

**1420.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[IceKnight1093's solution](#)

**1421.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[IceKnight1093's solution](#)

**1422.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · last AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**1423.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1800 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[IceKnight1093's solution](#)

**1424.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2018-12-07 · last AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[IceKnight1093's solution](#)

**1425.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · last AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[IceKnight1093's solution](#)

**1426.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[IceKnight1093's solution](#)

**1427.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[IceKnight1093's solution](#)

**1428.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IceKnight1093's solution](#)

**1429.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[IceKnight1093's solution](#)

**1430.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IceKnight1093's solution](#)

**1431.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[IceKnight1093's solution](#)

**1432.**

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, two pointers

[IceKnight1093's solution](#)

**1433.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[IceKnight1093's solution](#)

**1434.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[IceKnight1093's solution](#)

**1435.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**1436.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[IceKnight1093's solution](#)

**1437.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[IceKnight1093's solution](#)

**1438.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[IceKnight1093's solution](#)

**1439.**

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[IceKnight1093's solution](#)

**1440.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[IceKnight1093's solution](#)

**1441.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**1442.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**1443.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[IceKnight1093's solution](#)

**1444.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**1445.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[IceKnight1093's solution](#)

**1446.**

1186C

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

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IceKnight1093's solution](#)

**1447.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**1448.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[IceKnight1093's solution](#)

**1449.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**1450.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**1451.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[IceKnight1093's solution](#)

**1452.**

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**1453.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[IceKnight1093's solution](#)

**1454.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1455.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[IceKnight1093's solution](#)

**1456.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[IceKnight1093's solution](#)

**1457.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**1458.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[IceKnight1093's solution](#)

**1459.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[IceKnight1093's solution](#)

**1460.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**1461.**

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2018-12-06 · last AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[IceKnight1093's solution](#)

**1462.**

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**1463.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[IceKnight1093's solution](#)

**1464.**

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[IceKnight1093's solution](#)

**1465.**

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2018-11-28 · PyPy 3 (first AC) · Tags: math

[IceKnight1093's solution](#)

**1466.**

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[IceKnight1093's solution](#)

**1467.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 1800 · first AC: 2018-11-12 · last AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[IceKnight1093's solution](#)

**1468.**

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[IceKnight1093's solution](#)

**1469.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[IceKnight1093's solution](#)

**1470.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2018-09-29 · last AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[IceKnight1093's solution](#)

**1471.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

**1472.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[IceKnight1093's solution](#)

**1473.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

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**1474.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[IceKnight1093's solution](#)

**1475.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[IceKnight1093's solution](#)

**1476.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[IceKnight1093's solution](#)

**1477.**

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2018-08-03 · PyPy 3 (first AC) · Tags: binary search, math

[IceKnight1093's solution](#)

**1478.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[IceKnight1093's solution](#)

**1479.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[IceKnight1093's solution](#)

**1480.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[IceKnight1093's solution](#)

**1481.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**1482.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[IceKnight1093's solution](#)

**1483.**

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[IceKnight1093's solution](#)

**1484.**

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[IceKnight1093's solution](#)

**1485.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp  
[IceKnight1093's solution](#)

**1486.**

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-12-25 · Python 3 (first AC) · Tags: graphs, implementation  
[IceKnight1093's solution](#)

**1487.**

478C

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

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[IceKnight1093's solution](#)

**1488.**

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[IceKnight1093's solution](#)

**1489.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer  
[IceKnight1093's solution](#)

**1490.**

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory  
[IceKnight1093's solution](#)

**1491.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2017-07-25 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation  
[IceKnight1093's solution](#)

**1492.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · last AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[IceKnight1093's solution](#)

**1493.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2017-06-21 · last AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings  
[IceKnight1093's solution](#)

**1494.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings  
[IceKnight1093's solution](#)

**1495.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-06-06 · Java 8 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[IceKnight1093's solution](#)

**1496.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[IceKnight1093's solution](#)

**1497.**

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[IceKnight1093's solution](#)

**1498.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[IceKnight1093's solution](#)

**1499.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[IceKnight1093's solution](#)

**1500.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[IceKnight1093's solution](#)

**1501.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[IceKnight1093's solution](#)

**1502.**

2131F

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

Quality: 4,724 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[IceKnight1093's solution](#)

**1503.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[IceKnight1093's solution](#)

**1504.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**1505.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[IceKnight1093's solution](#)

**1506.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[IceKnight1093's solution](#)

**1507.**

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special, constructive algorithms

[IceKnight1093's solution](#)

**1508.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[IceKnight1093's solution](#)

**1509.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**1510.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[IceKnight1093's solution](#)

**1511.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[IceKnight1093's solution](#)

**1512.**

1902E

[Collapsing Strings](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[IceKnight1093's solution](#)

**1513.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[IceKnight1093's solution](#)

**1514.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[IceKnight1093's solution](#)

**1515.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths  
[IceKnight1093's solution](#)

**1516.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[IceKnight1093's solution](#)

**1517.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees  
[IceKnight1093's solution](#)

**1518.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs  
[IceKnight1093's solution](#)

**1519.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[IceKnight1093's solution](#)

**1520.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[IceKnight1093's solution](#)

**1521.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees  
[IceKnight1093's solution](#)

**1522.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[IceKnight1093's solution](#)

**1523.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities  
[IceKnight1093's solution](#)

**1524.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[IceKnight1093's solution](#)

**1525.**

1702G1

[Passable Paths \(easy version\) · Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[IceKnight1093's solution](#)

**1526.**

1701D

[Permutation Restoration · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[IceKnight1093's solution](#)

**1527.**

1696D

[Permutation Graph · Tutorial](#)

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[IceKnight1093's solution](#)

**1528.**

1700D

[River Locks · Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, math

[IceKnight1093's solution](#)

**1529.**

1651D

[Nearest Excluded Points · Tutorial](#)

Quality: 6,506 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[IceKnight1093's solution](#)

**1530.**

1648C

[Tyler and Strings · Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[IceKnight1093's solution](#)

**1531.**

1627D

[Not Adding · Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[IceKnight1093's solution](#)

**1532.**

1624G

[MinOr Tree · Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-01-10 · last AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[IceKnight1093's solution](#)

**1533.**

1620E

[Replace the Numbers · Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[IceKnight1093's solution](#)

**1534.**

1591D

[Yet Another Sorting Problem · Tutorial](#)

Rating: 1900 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[IceKnight1093's solution](#)

**1535.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[IceKnight1093's solution](#)

**1536.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[IceKnight1093's solution](#)

**1537.**

1569D

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

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

[IceKnight1093's solution](#)

**1538.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[IceKnight1093's solution](#)

**1539.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[IceKnight1093's solution](#)

**1540.**

1547F

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

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[IceKnight1093's solution](#)

**1541.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[IceKnight1093's solution](#)

**1542.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[IceKnight1093's solution](#)

**1543.**

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[IceKnight1093's solution](#)

**1544.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[IceKnight1093's solution](#)

**1545.**

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[IceKnight1093's solution](#)

**1546.**

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games  
[IceKnight1093's solution](#)

**1547.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-05-18 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[IceKnight1093's solution](#)

**1548.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,816 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[IceKnight1093's solution](#)

**1549.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · last AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation  
[IceKnight1093's solution](#)

**1550.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy  
[IceKnight1093's solution](#)

**1551.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[IceKnight1093's solution](#)

**1552.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math  
[IceKnight1093's solution](#)

**1553.**

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[IceKnight1093's solution](#)

**1554.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms  
[IceKnight1093's solution](#)

**1555.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings  
[IceKnight1093's solution](#)

**1556.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory  
[IceKnight1093's solution](#)

**1557.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · last AC: 2020-12-17 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[IceKnight1093's solution](#)

**1558.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[IceKnight1093's solution](#)

**1559.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-18 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[IceKnight1093's solution](#)

**1560.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers  
[IceKnight1093's solution](#)

**1561.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · last AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees  
[IceKnight1093's solution](#)

**1562.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings  
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**1563.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs  
[IceKnight1093's solution](#)

**1564.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-27 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers  
[IceKnight1093's solution](#)

**1565.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[IceKnight1093's solution](#)

**1566.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[IceKnight1093's solution](#)

**1567.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,845 global accepts · Rating: 1900 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[IceKnight1093's solution](#)

**1568.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

**1569.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

**1570.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · last AC: 2020-05-14 · PyPy 2 (first AC) · Tags: brute force, dp, greedy

[IceKnight1093's solution](#)

**1571.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · last AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**1572.**

1305D

[Kuron and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[IceKnight1093's solution](#)

**1573.**

1313C2

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

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2020-02-23 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[IceKnight1093's solution](#)

**1574.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[IceKnight1093's solution](#)

**1575.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[IceKnight1093's solution](#)

**1576.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[IceKnight1093's solution](#)

**1577.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[IceKnight1093's solution](#)

**1578.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[IceKnight1093's solution](#)

**1579.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[IceKnight1093's solution](#)

**1580.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[IceKnight1093's solution](#)

**1581.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[IceKnight1093's solution](#)

**1582.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IceKnight1093's solution](#)

**1583.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[IceKnight1093's solution](#)

**1584.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

**1585.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math  
[IceKnight1093's solution](#)

**1586.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[IceKnight1093's solution](#)

**1587.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers  
[IceKnight1093's solution](#)

**1588.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings  
[IceKnight1093's solution](#)

**1589.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees  
[IceKnight1093's solution](#)

**1590.**

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[IceKnight1093's solution](#)

**1591.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[IceKnight1093's solution](#)

**1592.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[IceKnight1093's solution](#)

**1593.**

1163C2

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

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · last AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math  
[IceKnight1093's solution](#)

**1594.**

1163C1

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

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry  
[IceKnight1093's solution](#)

**1595.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers  
[IceKnight1093's solution](#)

### 1596.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[IceKnight1093's solution](#)

### 1597.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[IceKnight1093's solution](#)

### 1598.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[IceKnight1093's solution](#)

### 1599.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[IceKnight1093's solution](#)

### 1600.

1141G

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

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[IceKnight1093's solution](#)

### 1601.

1141F2

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

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[IceKnight1093's solution](#)

### 1602.

1141F1

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

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

### 1603.

1133F2

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

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[IceKnight1093's solution](#)

### 1604.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[IceKnight1093's solution](#)

### 1605.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IceKnight1093's solution](#)

**1606.**

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[IceKnight1093's solution](#)

**1607.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**1608.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2018-12-09 · last AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[IceKnight1093's solution](#)

**1609.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**1610.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[IceKnight1093's solution](#)

**1611.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[IceKnight1093's solution](#)

**1612.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-12-01 · last AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[IceKnight1093's solution](#)

**1613.**

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, matrices

[IceKnight1093's solution](#)

**1614.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**1615.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[IceKnight1093's solution](#)

**1616.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**1617.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[IceKnight1093's solution](#)

**1618.**

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[IceKnight1093's solution](#)

**1619.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[IceKnight1093's solution](#)

**1620.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[IceKnight1093's solution](#)

**1621.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2018-09-01 · last AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[IceKnight1093's solution](#)

**1622.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[IceKnight1093's solution](#)

**1623.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IceKnight1093's solution](#)

**1624.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[IceKnight1093's solution](#)

**1625.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,355 global accepts · Rating: 1900 · first AC: 2018-06-02 · last AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[IceKnight1093's solution](#)

**1626.**

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2018-06-01 · last AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[IceKnight1093's solution](#)

**1627.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees

[IceKnight1093's solution](#)

**1628.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[IceKnight1093's solution](#)

**1629.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[IceKnight1093's solution](#)

**1630.**

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[IceKnight1093's solution](#)

**1631.**

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[IceKnight1093's solution](#)

**1632.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[IceKnight1093's solution](#)

**1633.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**1634.**

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[IceKnight1093's solution](#)

**1635.**

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[IceKnight1093's solution](#)

**1636.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings  
[IceKnight1093's solution](#)

**1637.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[IceKnight1093's solution](#)

**1638.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[IceKnight1093's solution](#)

**1639.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees  
[IceKnight1093's solution](#)

**1640.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math  
[IceKnight1093's solution](#)

**1641.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices  
[IceKnight1093's solution](#)

**1642.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[IceKnight1093's solution](#)

**1643.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[IceKnight1093's solution](#)

**1644.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[IceKnight1093's solution](#)

**1645.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[IceKnight1093's solution](#)

**1646.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings  
[IceKnight1093's solution](#)

**1647.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[IceKnight1093's solution](#)

**1648.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[IceKnight1093's solution](#)

**1649.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math  
[IceKnight1093's solution](#)

**1650.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory  
[IceKnight1093's solution](#)

**1651.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[IceKnight1093's solution](#)

**1652.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees  
[IceKnight1093's solution](#)

**1653.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math  
[IceKnight1093's solution](#)

**1654.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers  
[IceKnight1093's solution](#)

**1655.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[IceKnight1093's solution](#)

**1656.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[IceKnight1093's solution](#)

**1657.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[IceKnight1093's solution](#)

**1658.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[IceKnight1093's solution](#)

**1659.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[IceKnight1093's solution](#)

**1660.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[IceKnight1093's solution](#)

**1661.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[IceKnight1093's solution](#)

**1662.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[IceKnight1093's solution](#)

**1663.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[IceKnight1093's solution](#)

**1664.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,105 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[IceKnight1093's solution](#)

**1665.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[IceKnight1093's solution](#)

**1666.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[IceKnight1093's solution](#)

**1667.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[IceKnight1093's solution](#)

**1668.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[IceKnight1093's solution](#)

**1669.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs  
[IceKnight1093's solution](#)

**1670.**

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings  
[IceKnight1093's solution](#)

**1671.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers  
[IceKnight1093's solution](#)

**1672.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees  
[IceKnight1093's solution](#)

**1673.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math  
[IceKnight1093's solution](#)

**1674.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings  
[IceKnight1093's solution](#)

**1675.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[IceKnight1093's solution](#)

**1676.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[IceKnight1093's solution](#)

**1677.**

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[IceKnight1093's solution](#)

**1678.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-14 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[IceKnight1093's solution](#)

**1679.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[IceKnight1093's solution](#)

**1680.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[IceKnight1093's solution](#)

**1681.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[IceKnight1093's solution](#)

**1682.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**1683.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[IceKnight1093's solution](#)

**1684.**

1536D

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

Quality: 5,059 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[IceKnight1093's solution](#)

**1685.**

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[IceKnight1093's solution](#)

**1686.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[IceKnight1093's solution](#)

**1687.**

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 2000 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[IceKnight1093's solution](#)

**1688.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 2000 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[IceKnight1093's solution](#)

**1689.**

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-05-16 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

**1690.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · last AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[IceKnight1093's solution](#)

**1691.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[IceKnight1093's solution](#)

**1692.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[IceKnight1093's solution](#)

**1693.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[IceKnight1093's solution](#)

**1694.**

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**1695.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[IceKnight1093's solution](#)

**1696.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[IceKnight1093's solution](#)

**1697.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**1698.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · last AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[IceKnight1093's solution](#)

**1699.**

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[IceKnight1093's solution](#)

**1700.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[IceKnight1093's solution](#)

**1701.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2020-11-24 · last AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**1702.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-22 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[IceKnight1093's solution](#)

**1703.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2020-11-13 · last AC: 2020-11-14 · PyPy 3 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[IceKnight1093's solution](#)

**1704.**

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · last AC: 2020-10-11 · Java 11 (first AC) · Tags: dp

[IceKnight1093's solution](#)

**1705.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[IceKnight1093's solution](#)

**1706.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[IceKnight1093's solution](#)

**1707.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees  
[IceKnight1093's solution](#)

**1708.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: combinatorics, dp, strings  
[IceKnight1093's solution](#)

**1709.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation  
[IceKnight1093's solution](#)

**1710.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-06 · last AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[IceKnight1093's solution](#)

**1711.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees  
[IceKnight1093's solution](#)

**1712.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2020-07-26 · last AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths  
[IceKnight1093's solution](#)

**1713.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[IceKnight1093's solution](#)

**1714.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[IceKnight1093's solution](#)

**1715.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp  
[IceKnight1093's solution](#)

**1716.**

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings  
[IceKnight1093's solution](#)

**1717.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp  
[IceKnight1093's solution](#)

**1718.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[IceKnight1093's solution](#)

**1719.**

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · last AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees  
[IceKnight1093's solution](#)

**1720.**

1294F

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

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · last AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[IceKnight1093's solution](#)

**1721.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[IceKnight1093's solution](#)

**1722.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers  
[IceKnight1093's solution](#)

**1723.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-06-06 · last AC: 2019-12-14 · Java 8 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[IceKnight1093's solution](#)

**1724.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings  
[IceKnight1093's solution](#)

**1725.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[IceKnight1093's solution](#)

**1726.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[IceKnight1093's solution](#)

**1727.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[IceKnight1093's solution](#)

**1728.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**1729.**

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[IceKnight1093's solution](#)

**1730.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[IceKnight1093's solution](#)

**1731.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[IceKnight1093's solution](#)

**1732.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[IceKnight1093's solution](#)

**1733.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[IceKnight1093's solution](#)

**1734.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[IceKnight1093's solution](#)

**1735.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[IceKnight1093's solution](#)

**1736.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[IceKnight1093's solution](#)

**1737.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[IceKnight1093's solution](#)

**1738.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings  
[IceKnight1093's solution](#)

**1739.**

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**1740.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 2000 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[IceKnight1093's solution](#)

**1741.**

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers  
[IceKnight1093's solution](#)

**1742.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[IceKnight1093's solution](#)

**1743.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs, greedy  
[IceKnight1093's solution](#)

**1744.**

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy  
[IceKnight1093's solution](#)

**1745.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[IceKnight1093's solution](#)

**1746.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy  
[IceKnight1093's solution](#)

**1747.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive  
[IceKnight1093's solution](#)

**1748.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees  
[IceKnight1093's solution](#)

**1749.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**1750.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**1751.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory  
[IceKnight1093's solution](#)

**1752.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[IceKnight1093's solution](#)

**1753.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees  
[IceKnight1093's solution](#)

**1754.**

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive  
[IceKnight1093's solution](#)

**1755.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees  
[IceKnight1093's solution](#)

**1756.**

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy  
[IceKnight1093's solution](#)

**1757.**

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[IceKnight1093's solution](#)

**1758.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[IceKnight1093's solution](#)

**1759.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[IceKnight1093's solution](#)

**1760.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[IceKnight1093's solution](#)

**1761.**

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 2000 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IceKnight1093's solution](#)

**1762.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2018-09-01 · last AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[IceKnight1093's solution](#)

**1763.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings  
[IceKnight1093's solution](#)

**1764.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry  
[IceKnight1093's solution](#)

**1765.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-08 · last AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs  
[IceKnight1093's solution](#)

**1766.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

**1767.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2017-12-25 · Java 8 (first AC) · Tags: data structures, sortings

[IceKnight1093's solution](#)

**1768.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[IceKnight1093's solution](#)

**1769.**

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**1770.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2017-08-12 · Java 8 (first AC) · Tags: brute force, data structures, math

[IceKnight1093's solution](#)

**1771.**

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[IceKnight1093's solution](#)

**1772.**

814D

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[IceKnight1093's solution](#)

**1773.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[IceKnight1093's solution](#)

**1774.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**1775.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[IceKnight1093's solution](#)

**1776.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[IceKnight1093's solution](#)

**1777.**

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[IceKnight1093's solution](#)

**1778.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[IceKnight1093's solution](#)

**1779.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[IceKnight1093's solution](#)

**1780.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[IceKnight1093's solution](#)

**1781.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[IceKnight1093's solution](#)

**1782.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[IceKnight1093's solution](#)

**1783.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[IceKnight1093's solution](#)

**1784.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**1785.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[IceKnight1093's solution](#)

**1786.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[IceKnight1093's solution](#)

**1787.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[IceKnight1093's solution](#)

**1788.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[IceKnight1093's solution](#)

**1789.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[IceKnight1093's solution](#)

**1790.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[IceKnight1093's solution](#)

**1791.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[IceKnight1093's solution](#)

**1792.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**1793.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[IceKnight1093's solution](#)

**1794.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[IceKnight1093's solution](#)

**1795.**

1650G

[Counting Shortcuts](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[IceKnight1093's solution](#)

**1796.**

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[IceKnight1093's solution](#)

**1797.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[IceKnight1093's solution](#)

**1798.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[IceKnight1093's solution](#)

**1799.**

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[IceKnight1093's solution](#)

**1800.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[IceKnight1093's solution](#)

**1801.**

1560F2

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

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[IceKnight1093's solution](#)

**1802.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[IceKnight1093's solution](#)

**1803.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[IceKnight1093's solution](#)

**1804.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[IceKnight1093's solution](#)

**1805.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[IceKnight1093's solution](#)

**1806.**

1547G

[How Many Paths?](#) · Tutorial

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[IceKnight1093's solution](#)

**1807.**

665E

[Beautiful Subarrays](#) · Tutorial

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2021-06-13 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[IceKnight1093's solution](#)

**1808.**

620E

[New Year Tree](#) · Tutorial

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[IceKnight1093's solution](#)

**1809.**

1538G

[Gift Set](#) · Tutorial

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[IceKnight1093's solution](#)

**1810.**

1538E

[Funny Substrings](#) · Tutorial

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[IceKnight1093's solution](#)

**1811.**

754D

[Fedor and coupons](#) · Tutorial

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[IceKnight1093's solution](#)

**1812.**

1525E

[Assimilation IV](#) · Tutorial

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[IceKnight1093's solution](#)

**1813.**

1516D

[Cut](#) · Tutorial

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[IceKnight1093's solution](#)

**1814.**

1511E

[Colorings and Dominoes](#) · Tutorial

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[IceKnight1093's solution](#)

**1815.**

875C

[National Property](#) · Tutorial

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2019-04-09 · last AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and

similar, graphs, implementation

[IceKnight1093's solution](#)

**1816.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[IceKnight1093's solution](#)

**1817.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · last AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[IceKnight1093's solution](#)

**1818.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[IceKnight1093's solution](#)

**1819.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[IceKnight1093's solution](#)

**1820.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[IceKnight1093's solution](#)

**1821.**

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[IceKnight1093's solution](#)

**1822.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[IceKnight1093's solution](#)

**1823.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[IceKnight1093's solution](#)

**1824.**

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[IceKnight1093's solution](#)

**1825.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[IceKnight1093's solution](#)

### 1826.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[IceKnight1093's solution](#)

### 1827.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[IceKnight1093's solution](#)

### 1828.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

### 1829.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · last AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[IceKnight1093's solution](#)

### 1830.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

### 1831.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[IceKnight1093's solution](#)

### 1832.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

[IceKnight1093's solution](#)

### 1833.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[IceKnight1093's solution](#)

### 1834.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[IceKnight1093's solution](#)

### 1835.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · last AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, implementation, math, number theory

[IceKnight1093's solution](#)

**1836.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-04 · last AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[IceKnight1093's solution](#)

**1837.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[IceKnight1093's solution](#)

**1838.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · last AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[IceKnight1093's solution](#)

**1839.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[IceKnight1093's solution](#)

**1840.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · PyPy 2 (first AC) · Tags: dp, greedy, two pointers

[IceKnight1093's solution](#)

**1841.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[IceKnight1093's solution](#)

**1842.**

1363D

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

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[IceKnight1093's solution](#)

**1843.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · last AC: 2020-05-24 · PyPy 2 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[IceKnight1093's solution](#)

**1844.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[IceKnight1093's solution](#)

**1845.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[IceKnight1093's solution](#)

**1846.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[IceKnight1093's solution](#)

**1847.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[IceKnight1093's solution](#)

**1848.**

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[IceKnight1093's solution](#)

**1849.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · last AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[IceKnight1093's solution](#)

**1850.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[IceKnight1093's solution](#)

**1851.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[IceKnight1093's solution](#)

**1852.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[IceKnight1093's solution](#)

**1853.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

**1854.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

**1855.**

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[IceKnight1093's solution](#)

### 1856.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[IceKnight1093's solution](#)

### 1857.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[IceKnight1093's solution](#)

### 1858.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[IceKnight1093's solution](#)

### 1859.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · last AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[IceKnight1093's solution](#)

### 1860.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[IceKnight1093's solution](#)

### 1861.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-15 · last AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

### 1862.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[IceKnight1093's solution](#)

### 1863.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[IceKnight1093's solution](#)

### 1864.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IceKnight1093's solution](#)

### 1865.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[IceKnight1093's solution](#)

### 1866.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[IceKnight1093's solution](#)

### 1867.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

### 1868.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: combinatorics, dp

[IceKnight1093's solution](#)

### 1869.

1166E

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

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[IceKnight1093's solution](#)

### 1870.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[IceKnight1093's solution](#)

### 1871.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[IceKnight1093's solution](#)

### 1872.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[IceKnight1093's solution](#)

### 1873.

703D

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

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

### 1874.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IceKnight1093's solution](#)

### 1875.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[IceKnight1093's solution](#)

**1876.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[IceKnight1093's solution](#)

**1877.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[IceKnight1093's solution](#)

**1878.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[IceKnight1093's solution](#)

**1879.**

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

**1880.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[IceKnight1093's solution](#)

**1881.**

992D

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

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-12-02 · last AC: 2018-12-02 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[IceKnight1093's solution](#)

**1882.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-27 · last AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[IceKnight1093's solution](#)

**1883.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2018-10-03 · last AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[IceKnight1093's solution](#)

**1884.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[IceKnight1093's solution](#)

**1885.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IceKnight1093's solution](#)

**1886.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs  
[IceKnight1093's solution](#)

**1887.**

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[IceKnight1093's solution](#)

**1888.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-27 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory  
[IceKnight1093's solution](#)

**1889.**

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory  
[IceKnight1093's solution](#)

**1890.**

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees  
[IceKnight1093's solution](#)

**1891.**

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[IceKnight1093's solution](#)

**1892.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-06-06 · last AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[IceKnight1093's solution](#)

**1893.**

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry  
[IceKnight1093's solution](#)

**1894.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees  
[IceKnight1093's solution](#)

**1895.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[IceKnight1093's solution](#)

**1896.**

2144E1

[Looking at Towers \(easy version\) · Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[IceKnight1093's solution](#)

**1897.**

2025E

[Card Game · Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math  
[IceKnight1093's solution](#)

**1898.**

1840G1

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

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[IceKnight1093's solution](#)

**1899.**

2036G

[Library of Magic · Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory  
[IceKnight1093's solution](#)

**1900.**

2033G

[Sakurako and Chefir · Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees  
[IceKnight1093's solution](#)

**1901.**

2018D

[Max Plus Min Plus Size · Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings  
[IceKnight1093's solution](#)

**1902.**

2000H

[Ksyusha and the Loaded Set · Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation  
[IceKnight1093's solution](#)

**1903.**

1997E

[Level Up · Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation  
[IceKnight1093's solution](#)

**1904.**

1996G

[Penacony · Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing  
[IceKnight1093's solution](#)

**1905.**

1968G2

[Division + LCP \(hard version\) · Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

brute force, data structures, dp, hashing, math, string suffix structures, strings

[IceKnight1093's solution](#)

**1906.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[IceKnight1093's solution](#)

**1907.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[IceKnight1093's solution](#)

**1908.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**1909.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[IceKnight1093's solution](#)

**1910.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[IceKnight1093's solution](#)

**1911.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[IceKnight1093's solution](#)

**1912.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[IceKnight1093's solution](#)

**1913.**

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[IceKnight1093's solution](#)

**1914.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[IceKnight1093's solution](#)

**1915.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[IceKnight1093's solution](#)

**1916.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**1917.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[IceKnight1093's solution](#)

**1918.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[IceKnight1093's solution](#)

**1919.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[IceKnight1093's solution](#)

**1920.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[IceKnight1093's solution](#)

**1921.**

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[IceKnight1093's solution](#)

**1922.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[IceKnight1093's solution](#)

**1923.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[IceKnight1093's solution](#)

**1924.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[IceKnight1093's solution](#)

**1925.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[IceKnight1093's solution](#)

**1926.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[IceKnight1093's solution](#)

**1927.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[IceKnight1093's solution](#)

**1928.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[IceKnight1093's solution](#)

**1929.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · last AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[IceKnight1093's solution](#)

**1930.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[IceKnight1093's solution](#)

**1931.**

954I

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

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[IceKnight1093's solution](#)

**1932.**

1607G

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

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1933.**

1607H

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

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[IceKnight1093's solution](#)

**1934.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[IceKnight1093's solution](#)

**1935.**

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[IceKnight1093's solution](#)

**1936.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[IceKnight1093's solution](#)

**1937.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[IceKnight1093's solution](#)

**1938.**

1575H

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

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[IceKnight1093's solution](#)

**1939.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math  
[IceKnight1093's solution](#)

**1940.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[IceKnight1093's solution](#)

**1941.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs  
[IceKnight1093's solution](#)

**1942.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory  
[IceKnight1093's solution](#)

**1943.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[IceKnight1093's solution](#)

**1944.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings  
[IceKnight1093's solution](#)

**1945.**

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees  
[IceKnight1093's solution](#)

**1946.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[IceKnight1093's solution](#)

**1947.**

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[IceKnight1093's solution](#)

**1948.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[IceKnight1093's solution](#)

**1949.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[IceKnight1093's solution](#)

**1950.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[IceKnight1093's solution](#)

**1951.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**1952.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[IceKnight1093's solution](#)

**1953.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[IceKnight1093's solution](#)

**1954.**

1520G

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

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[IceKnight1093's solution](#)

**1955.**

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[IceKnight1093's solution](#)

**1956.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[IceKnight1093's solution](#)

**1957.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[IceKnight1093's solution](#)

**1958.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[IceKnight1093's solution](#)

**1959.**

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[IceKnight1093's solution](#)

**1960.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[IceKnight1093's solution](#)

**1961.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[IceKnight1093's solution](#)

**1962.**

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[IceKnight1093's solution](#)

**1963.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[IceKnight1093's solution](#)

**1964.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · last AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[IceKnight1093's solution](#)

**1965.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[IceKnight1093's solution](#)

**1966.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[IceKnight1093's solution](#)

**1967.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[IceKnight1093's solution](#)

**1968.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-16 · last AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[IceKnight1093's solution](#)

**1969.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy, implementation, math  
[IceKnight1093's solution](#)

**1970.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · last AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[IceKnight1093's solution](#)

**1971.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings  
[IceKnight1093's solution](#)

**1972.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation  
[IceKnight1093's solution](#)

**1973.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · last AC: 2020-11-14 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math  
[IceKnight1093's solution](#)

**1974.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-11-14 · last AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, trees  
[IceKnight1093's solution](#)

**1975.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[IceKnight1093's solution](#)

**1976.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[IceKnight1093's solution](#)

**1977.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[IceKnight1093's solution](#)

**1978.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[IceKnight1093's solution](#)

**1979.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[IceKnight1093's solution](#)

**1980.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[IceKnight1093's solution](#)

**1981.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[IceKnight1093's solution](#)

**1982.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[IceKnight1093's solution](#)

**1983.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[IceKnight1093's solution](#)

**1984.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IceKnight1093's solution](#)

**1985.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs,

math, number theory

[IceKnight1093's solution](#)

**1986.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IceKnight1093's solution](#)

**1987.**

1303E

[Erase Subsequences](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[IceKnight1093's solution](#)

**1988.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[IceKnight1093's solution](#)

**1989.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-29 · last AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[IceKnight1093's solution](#)

**1990.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[IceKnight1093's solution](#)

**1991.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[IceKnight1093's solution](#)

**1992.**

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

**1993.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[IceKnight1093's solution](#)

**1994.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[IceKnight1093's solution](#)

**1995.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, flows, graphs, greedy

[IceKnight1093's solution](#)

**1996.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[IceKnight1093's solution](#)

**1997.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[IceKnight1093's solution](#)

**1998.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-07-17 · last AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[IceKnight1093's solution](#)

**1999.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[IceKnight1093's solution](#)

**2000.**

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IceKnight1093's solution](#)

**2001.**

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[IceKnight1093's solution](#)

**2002.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[IceKnight1093's solution](#)

**2003.**

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

**2004.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2019-07-03 · last AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IceKnight1093's solution](#)

**2005.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks,

combinatorics, data structures, divide and conquer

[IceKnight1093's solution](#)

**2006.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2019-07-02 · last AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[IceKnight1093's solution](#)

**2007.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[IceKnight1093's solution](#)

**2008.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2019-07-02 · last AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[IceKnight1093's solution](#)

**2009.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[IceKnight1093's solution](#)

**2010.**

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[IceKnight1093's solution](#)

**2011.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[IceKnight1093's solution](#)

**2012.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-22 · last AC: 2019-06-22 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[IceKnight1093's solution](#)

**2013.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[IceKnight1093's solution](#)

**2014.**

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[IceKnight1093's solution](#)

**2015.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[IceKnight1093's solution](#)

**2016.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[IceKnight1093's solution](#)

**2017.**

560E

[Gerald and Giant Chess](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[IceKnight1093's solution](#)

**2018.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[IceKnight1093's solution](#)

**2019.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**2020.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[IceKnight1093's solution](#)

**2021.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[IceKnight1093's solution](#)

**2022.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[IceKnight1093's solution](#)

**2023.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[IceKnight1093's solution](#)

**2024.**

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[IceKnight1093's solution](#)

**2025.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**2026.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-12 · Python 3 (first AC) · Tags: data structures, math

[IceKnight1093's solution](#)

**2027.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[IceKnight1093's solution](#)

**2028.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

**2029.**

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[IceKnight1093's solution](#)

**2030.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[IceKnight1093's solution](#)

**2031.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[IceKnight1093's solution](#)

**2032.**

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[IceKnight1093's solution](#)

**2033.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[IceKnight1093's solution](#)

**2034.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**2035.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[IceKnight1093's solution](#)

**2036.**

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[IceKnight1093's solution](#)

**2037.**

1768E

[Partial Sorting · Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[IceKnight1093's solution](#)

**2038.**

1681F

[Unique Occurrences · Tutorial](#)

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2024-11-14 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[IceKnight1093's solution](#)

**2039.**

2028E

[Alice's Adventures in the Rabbit Hole · Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[IceKnight1093's solution](#)

**2040.**

2002E

[Cosmic Rays · Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[IceKnight1093's solution](#)

**2041.**

1995D

[Cases · Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[IceKnight1093's solution](#)

**2042.**

1988E

[Range Minimum Sum · Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[IceKnight1093's solution](#)

**2043.**

845G

[Shortest Path Problem? · Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[IceKnight1093's solution](#)

**2044.**

870E

[Points, Lines and Ready-made Titles · Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[IceKnight1093's solution](#)

**2045.**

856B

[Similar Words · Tutorial](#)

Quality: 619 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings, trees

[IceKnight1093's solution](#)

**2046.**

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[IceKnight1093's solution](#)

**2047.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings  
[IceKnight1093's solution](#)

**2048.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[IceKnight1093's solution](#)

**2049.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[IceKnight1093's solution](#)

**2050.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[IceKnight1093's solution](#)

**2051.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math  
[IceKnight1093's solution](#)

**2052.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees  
[IceKnight1093's solution](#)

**2053.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory  
[IceKnight1093's solution](#)

**2054.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math  
[IceKnight1093's solution](#)

**2055.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[IceKnight1093's solution](#)

**2056.**

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[IceKnight1093's solution](#)

**2057.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,567 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**2058.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[IceKnight1093's solution](#)

**2059.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[IceKnight1093's solution](#)

**2060.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[IceKnight1093's solution](#)

**2061.**

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[IceKnight1093's solution](#)

**2062.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[IceKnight1093's solution](#)

**2063.**

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[IceKnight1093's solution](#)

**2064.**

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[IceKnight1093's solution](#)

**2065.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[IceKnight1093's solution](#)

**2066.**

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[IceKnight1093's solution](#)

**2067.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[IceKnight1093's solution](#)

**2068.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[IceKnight1093's solution](#)

**2069.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[IceKnight1093's solution](#)

**2070.**

1607F

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

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[IceKnight1093's solution](#)

**2071.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[IceKnight1093's solution](#)

**2072.**

1575I

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

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[IceKnight1093's solution](#)

**2073.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[IceKnight1093's solution](#)

**2074.**

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[IceKnight1093's solution](#)

**2075.**

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[IceKnight1093's solution](#)

**2076.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[IceKnight1093's solution](#)

**2077.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[IceKnight1093's solution](#)

**2078.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[IceKnight1093's solution](#)

**2079.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[IceKnight1093's solution](#)

**2080.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[IceKnight1093's solution](#)

**2081.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[IceKnight1093's solution](#)

**2082.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

**2083.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[IceKnight1093's solution](#)

**2084.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[IceKnight1093's solution](#)

**2085.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[IceKnight1093's solution](#)

**2086.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[IceKnight1093's solution](#)

**2087.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[IceKnight1093's solution](#)

**2088.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[IceKnight1093's solution](#)

**2089.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · last AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[IceKnight1093's solution](#)

**2090.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[IceKnight1093's solution](#)

**2091.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[IceKnight1093's solution](#)

**2092.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[IceKnight1093's solution](#)

**2093.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[IceKnight1093's solution](#)

**2094.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[IceKnight1093's solution](#)

**2095.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings

[IceKnight1093's solution](#)

**2096.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[IceKnight1093's solution](#)

**2097.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[IceKnight1093's solution](#)

**2098.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[IceKnight1093's solution](#)

**2099.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[IceKnight1093's solution](#)

**2100.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · last AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[IceKnight1093's solution](#)

**2101.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[IceKnight1093's solution](#)

**2102.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[IceKnight1093's solution](#)

**2103.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[IceKnight1093's solution](#)

**2104.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[IceKnight1093's solution](#)

**2105.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2019-08-17 · PyPy 2 (first AC) · Tags: geometry, sortings

[IceKnight1093's solution](#)

**2106.**

1203F2

[Complete the Projects \(hard version\) · Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[IceKnight1093's solution](#)

**2107.**

1200F

[Graph Traveler · Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[IceKnight1093's solution](#)

**2108.**

1198D

[Rectangle Painting 1 · Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IceKnight1093's solution](#)

**2109.**

812E

[Sagheer and Apple Tree · Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[IceKnight1093's solution](#)

**2110.**

1188B

[Count Pairs · Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[IceKnight1093's solution](#)

**2111.**

1093G

[Multidimensional Queries · Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-06-26 · last AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[IceKnight1093's solution](#)

**2112.**

1182E

[Product Oriented Recurrence · Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[IceKnight1093's solution](#)

**2113.**

1148E

[Earth Wind and Fire · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[IceKnight1093's solution](#)

**2114.**

1132D

[Stressful Training · Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[IceKnight1093's solution](#)

**2115.**

1096F

[Inversion Expectation · Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[IceKnight1093's solution](#)

**2116.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[IceKnight1093's solution](#)

**2117.**

1040C

[Timetable](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[IceKnight1093's solution](#)

**2118.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[IceKnight1093's solution](#)

**2119.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[IceKnight1093's solution](#)

**2120.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math  
[IceKnight1093's solution](#)

**2121.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math  
[IceKnight1093's solution](#)

**2122.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees  
[IceKnight1093's solution](#)

**2123.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory  
[IceKnight1093's solution](#)

**2124.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy  
[IceKnight1093's solution](#)

**2125.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[IceKnight1093's solution](#)

**2126.**

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[IceKnight1093's solution](#)

**2127.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[IceKnight1093's solution](#)

**2128.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2129.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2130.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[IceKnight1093's solution](#)

**2131.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[IceKnight1093's solution](#)

**2132.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[IceKnight1093's solution](#)

**2133.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[IceKnight1093's solution](#)

**2134.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[IceKnight1093's solution](#)

**2135.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[IceKnight1093's solution](#)

**2136.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · last AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[IceKnight1093's solution](#)

**2137.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[IceKnight1093's solution](#)

**2138.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[IceKnight1093's solution](#)

**2139.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[IceKnight1093's solution](#)

**2140.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

**2141.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[IceKnight1093's solution](#)

**2142.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · last AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[IceKnight1093's solution](#)

**2143.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[IceKnight1093's solution](#)

**2144.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[IceKnight1093's solution](#)

**2145.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, graph matchings, graphs

[IceKnight1093's solution](#)

**2146.**

1591E

[Frequency Queries](#) · [Tutorial](#)

Quality: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[IceKnight1093's solution](#)

**2147.**

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, sortings

[IceKnight1093's solution](#)

**2148.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: strings

[IceKnight1093's solution](#)

**2149.**

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[IceKnight1093's solution](#)

**2150.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[IceKnight1093's solution](#)

**2151.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[IceKnight1093's solution](#)

**2152.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[IceKnight1093's solution](#)

**2153.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[IceKnight1093's solution](#)

**2154.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation

[IceKnight1093's solution](#)

**2155.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[IceKnight1093's solution](#)

**2156.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[IceKnight1093's solution](#)

**2157.**

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[IceKnight1093's solution](#)

**2158.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · last AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[IceKnight1093's solution](#)

**2159.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[IceKnight1093's solution](#)

**2160.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[IceKnight1093's solution](#)

**2161.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[IceKnight1093's solution](#)

**2162.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2021-02-04 · last AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

**2163.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · last AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[IceKnight1093's solution](#)

**2164.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · last AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[IceKnight1093's solution](#)

**2165.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[IceKnight1093's solution](#)

**2166.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

**2167.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[IceKnight1093's solution](#)

**2168.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[IceKnight1093's solution](#)

**2169.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[IceKnight1093's solution](#)

**2170.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[IceKnight1093's solution](#)

**2171.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[IceKnight1093's solution](#)

**2172.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[IceKnight1093's solution](#)

**2173.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-10-03 · last AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[IceKnight1093's solution](#)

**2174.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[IceKnight1093's solution](#)

**2175.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[IceKnight1093's solution](#)

## 2176.

1343F

[Restore the Permutation by Sorted Segments](#) · Tutorial

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[IceKnight1093's solution](#)

## 2177.

1333E

[Road to 1600](#) · Tutorial

Quality: 1,813 global accepts · Rating: 2400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[IceKnight1093's solution](#)

## 2178.

632E

[Thief in a Shop](#) · Tutorial

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[IceKnight1093's solution](#)

## 2179.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[IceKnight1093's solution](#)

## 2180.

1282E

[The Cake Is a Lie](#) · Tutorial

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[IceKnight1093's solution](#)

## 2181.

641D

[Little Artem and Random Variable](#) · Tutorial

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, probabilities

[IceKnight1093's solution](#)

## 2182.

1096G

[Lucky Tickets](#) · Tutorial

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[IceKnight1093's solution](#)

## 2183.

887D

[Ratings and Reality Shows](#) · Tutorial

Quality: 550 global accepts · Rating: 2400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[IceKnight1093's solution](#)

## 2184.

605C

[Freelancer's Dreams](#) · Tutorial

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[IceKnight1093's solution](#)

## 2185.

1229C

[Konrad and Company Evaluation](#) · Tutorial

Rating: 2400 · first AC: 2019-09-24 · last AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[IceKnight1093's solution](#)

**2186.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[IceKnight1093's solution](#)

**2187.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[IceKnight1093's solution](#)

**2188.**

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[IceKnight1093's solution](#)

**2189.**

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[IceKnight1093's solution](#)

**2190.**

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[IceKnight1093's solution](#)

**2191.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[IceKnight1093's solution](#)

**2192.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[IceKnight1093's solution](#)

**2193.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[IceKnight1093's solution](#)

**2194.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**2195.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[IceKnight1093's solution](#)

**2196.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, trees

[IceKnight1093's solution](#)

**2197.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[IceKnight1093's solution](#)

**2198.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[IceKnight1093's solution](#)

**2199.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[IceKnight1093's solution](#)

**2200.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[IceKnight1093's solution](#)

**2201.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[IceKnight1093's solution](#)

**2202.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[IceKnight1093's solution](#)

**2203.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[IceKnight1093's solution](#)

**2204.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[IceKnight1093's solution](#)

**2205.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[IceKnight1093's solution](#)

**2206.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[IceKnight1093's solution](#)

**2207.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[IceKnight1093's solution](#)

**2208.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[IceKnight1093's solution](#)

**2209.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[IceKnight1093's solution](#)

**2210.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[IceKnight1093's solution](#)

**2211.**

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[IceKnight1093's solution](#)

**2212.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[IceKnight1093's solution](#)

**2213.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[IceKnight1093's solution](#)

**2214.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[IceKnight1093's solution](#)

**2215.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive  
[IceKnight1093's solution](#)

**2216.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[IceKnight1093's solution](#)

**2217.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · last AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[IceKnight1093's solution](#)

**2218.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[IceKnight1093's solution](#)

**2219.**

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[IceKnight1093's solution](#)

**2220.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[IceKnight1093's solution](#)

**2221.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[IceKnight1093's solution](#)

**2222.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[IceKnight1093's solution](#)

**2223.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2021-08-25 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[IceKnight1093's solution](#)

**2224.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[IceKnight1093's solution](#)

**2225.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[IceKnight1093's solution](#)

**2226.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[IceKnight1093's solution](#)

**2227.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[IceKnight1093's solution](#)

**2228.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[IceKnight1093's solution](#)

**2229.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[IceKnight1093's solution](#)

**2230.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[IceKnight1093's solution](#)

**2231.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[IceKnight1093's solution](#)

**2232.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[IceKnight1093's solution](#)

**2233.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · last AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[IceKnight1093's solution](#)

**2234.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, sortings

[IceKnight1093's solution](#)

**2235.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[IceKnight1093's solution](#)

**2236.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[IceKnight1093's solution](#)

**2237.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[IceKnight1093's solution](#)

**2238.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[IceKnight1093's solution](#)

**2239.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · last AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[IceKnight1093's solution](#)

**2240.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[IceKnight1093's solution](#)

**2241.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · last AC: 2020-11-14 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[IceKnight1093's solution](#)

**2242.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-13 · last AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[IceKnight1093's solution](#)

**2243.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[IceKnight1093's solution](#)

**2244.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-15 · last AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[IceKnight1093's solution](#)

### 2245.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[IceKnight1093's solution](#)

### 2246.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · last AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[IceKnight1093's solution](#)

### 2247.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[IceKnight1093's solution](#)

### 2248.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[IceKnight1093's solution](#)

### 2249.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[IceKnight1093's solution](#)

### 2250.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

### 2251.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[IceKnight1093's solution](#)

### 2252.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[IceKnight1093's solution](#)

### 2253.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-18 · last AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[IceKnight1093's solution](#)

### 2254.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2500 · first AC: 2018-06-01 · last AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[IceKnight1093's solution](#)

### 2255.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[IceKnight1093's solution](#)

### 2256.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[IceKnight1093's solution](#)

### 2257.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[IceKnight1093's solution](#)

### 2258.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[IceKnight1093's solution](#)

### 2259.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[IceKnight1093's solution](#)

### 2260.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[IceKnight1093's solution](#)

### 2261.

1569E

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

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

[IceKnight1093's solution](#)

### 2262.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[IceKnight1093's solution](#)

### 2263.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[IceKnight1093's solution](#)

**2264.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2021-05-14 · last AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[IceKnight1093's solution](#)

**2265.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[IceKnight1093's solution](#)

**2266.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[IceKnight1093's solution](#)

**2267.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[IceKnight1093's solution](#)

**2268.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[IceKnight1093's solution](#)

**2269.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[IceKnight1093's solution](#)

**2270.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-14 · last AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[IceKnight1093's solution](#)

**2271.**

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[IceKnight1093's solution](#)

**2272.**

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[IceKnight1093's solution](#)

**2273.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[IceKnight1093's solution](#)

**2274.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[IceKnight1093's solution](#)

**2275.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[IceKnight1093's solution](#)

**2276.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-20 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[IceKnight1093's solution](#)

**2277.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[IceKnight1093's solution](#)

**2278.**

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[IceKnight1093's solution](#)

**2279.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[IceKnight1093's solution](#)

**2280.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[IceKnight1093's solution](#)

**2281.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[IceKnight1093's solution](#)

**2282.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[IceKnight1093's solution](#)

**2283.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[IceKnight1093's solution](#)

**2284.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[IceKnight1093's solution](#)

**2285.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-31 · last AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[IceKnight1093's solution](#)

**2286.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[IceKnight1093's solution](#)

**2287.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[IceKnight1093's solution](#)

**2288.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[IceKnight1093's solution](#)

**2289.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-30 · last AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[IceKnight1093's solution](#)

**2290.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-12 · last AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[IceKnight1093's solution](#)

**2291.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-26 · last AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[IceKnight1093's solution](#)

**2292.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[IceKnight1093's solution](#)

**2293.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[IceKnight1093's solution](#)

### 2294.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-05 · last AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[IceKnight1093's solution](#)

### 2295.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[IceKnight1093's solution](#)

### 2296.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[IceKnight1093's solution](#)

### 2297.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[IceKnight1093's solution](#)

### 2298.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[IceKnight1093's solution](#)

### 2299.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[IceKnight1093's solution](#)

### 2300.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[IceKnight1093's solution](#)

### 2301.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[IceKnight1093's solution](#)

### 2302.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-09-27 · last AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

### 2303.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IceKnight1093's solution](#)

### 2304.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[IceKnight1093's solution](#)

### 2305.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[IceKnight1093's solution](#)

### 2306.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[IceKnight1093's solution](#)

### 2307.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[IceKnight1093's solution](#)

### 2308.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-09 · last AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[IceKnight1093's solution](#)

### 2309.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[IceKnight1093's solution](#)

### 2310.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[IceKnight1093's solution](#)

### 2311.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-05 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[IceKnight1093's solution](#)

### 2312.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[IceKnight1093's solution](#)

### 2313.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[IceKnight1093's solution](#)

### 2314.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2315.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2316.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2317.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2318.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2319.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2320.

106185I

[Preparing the Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2321.

106185H

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2322.

106185F

[Dog Tricks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2323.

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2324.

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2325.**

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2326.**

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2327.**

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2328.**

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2329.**

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2330.**

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2331.**

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2332.**

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2333.**

106084D

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

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2334.**

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2335.**

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2336.**

106039E

[Complexity of Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2337.**

106039K

[Cake Hater](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2338.**

106039M

[Nomad](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2339.**

106039C

[Echoes of the Jade Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2340.**

106039H

[The Wisdom of Master Wei](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2341.**

106039F

[Chinese Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2342.**

106039D

[The Seals of Shanghai](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2343.**

106039B

[The Search for Balance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2344.**

106039A

[Yuyuan Market](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2345.**

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**2346.**

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, matrices

[IceKnight1093's solution](#)

**2347.**

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**2348.**

102020C

[Connected Components Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2349.**

105321L

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2350.**

105321B

[Period Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2351.**

105321N

[New Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2352.**

105321G

[Garlands](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2353.**

105321F

[Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2354.**

105321D

[Duo](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2355.**

105319E

[Sorting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2356.**

105319L

[Hosen and The Magical Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2357.**

105319J

[F Less Than G](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2358.**

105319K

[CP and GIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2359.**

105319G

[Less is More](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2360.**

105319D

[Lazy Jaber](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2361.**

105319H

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

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2362.**

105319C

[Leafilians](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2363.**

105319B

[Broken String](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2364.**

105319I

[The Math Guy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2365.**

105319F

[We Want a Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2366.**

105316H

[One Punch MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2367.**

105316B

[Omar's Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2368.**

105316L

[BBS Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2369.**

105316I

[Nested Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2370.**

105316C

[Hungry Horse](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2371.**

105316F

[Legend Whispers](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2372.**

105316G

[Intersection Not Allowed](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2373.**

105316E

[Zero Hour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2374.**

105316J

[Epic Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2375.**

105316K

[Marks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2376.**

105316M

[ACPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2377.**

105316A

[Rajae in the Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2378.**

104990I

[Inspecting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2379.**

104990G

[Gridtopia](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2380.**

104990B

[Balindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2381.**

104990C

[Counting Relative Lists](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2382.**

104990H

[Hidden Textland Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2383.**

104990F

[Friends Reunion at the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2384.**

104990E

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

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2385.**

104990D

[Dynamic Park Pricing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2386.**

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2387.**

105278H

[Emblems](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2388.**

105278C

[s-parkour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2389.**

105216I

[Intersection of Hyperrectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2390.**

105216A

[Another Problem About Maximum in Range](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2391.**

105216M

[Maximizing the Sauce](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2392.**

105216K

[K Happy Computers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2393.**

105216H

[Hiring Candidates Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2394.**

105216J

[Japanese Samurai Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2395.**

105216E

[Egotistical Command Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2396.**

105216L

[Lost Shoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2397.**

105216G

[Graphoria's Villages Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2398.**

105216F

[Fair Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2399.**

105216D

[Dueling Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2400.**

105216C

[Cuckoo Synchronization](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2401.**

105242G

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

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2402.**

105242F

[Queries on Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2403.**

105242A

[Prefix GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2404.**

105242L

[Median of the Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2405.**

105242B

[Tree Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2406.**

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2407.**

105242D

[You Have Been Grid Squared](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2408.**

105242E

[Replace with MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2409.**

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2410.**

105242J

[The Square Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2411.**

105223N

[Larger but smaller!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2412.**

105223I

[Fofo Loves Bitset](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2413.**

105223H

[Game with wife](#) · Tutorial

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2414.**

105223C

[Bit And Segment](#) · Tutorial

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2415.**

105190G

[Da7doo7](#) · Tutorial

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2416.**

105190M

[Ali and BOX](#) · Tutorial

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2417.**

105190K

[Bad Friend](#) · Tutorial

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2418.**

105190F

[Good Friend](#) · Tutorial

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2419.**

105190B

[Best Substring](#) · Tutorial

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2420.**

105190J

[Short Statement](#) · Tutorial

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2421.**

105190C

[Salameh Leveling](#) · Tutorial

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2422.**

105190H

[How Ali Sees Black](#) · Tutorial

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2423.**

105190E

[Hard Test](#) · Tutorial

Rating: — · first AC: 2024-06-17 · PyPy 3 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2424.**

105190D

[Math Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2425.**

105190A

[Boring Class](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2426.**

105010H

[Hide the Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2427.**

105010M

[Modular Universe](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2428.**

104854E

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

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

[IceKnight1093's solution](#)

**2429.**

104854A

[Arthur The Ant](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**2430.**

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**2431.**

104854C

[Continued Fractions](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**2432.**

104854J

[Judging Gifts](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**2433.**

104854G

[Guess Gauss](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**2434.**

104854F

[Factorial Prime](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**2435.**

104854D

[District 42](#) · [Tutorial](#)

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

[IceKnight1093's solution](#)

**2436.**

104854B

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

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

[IceKnight1093's solution](#)

**2437.**

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2438.**

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2439.**

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2440.**

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2441.**

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2442.**

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2443.**

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2444.**

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2445.**

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2446.**

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2447.**

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2448.**

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2449.**

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2450.**

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2451.**

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2452.**

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2453.**

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2454.**

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2455.**

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2456.**

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2457.**

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2458.**

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2459.**

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2460.**

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2461.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2462.**

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2463.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2464.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2465.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2466.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2467.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2468.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2469.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2470.**

101972I

[Secret Project](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2471.**

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2472.**

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2473.**

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2474.**

101972H

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

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2475.**

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2476.**

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2477.**

101972A

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

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2478.**

104743F

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

Rating: — · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2479.**

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2480.**

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2481.**

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2482.**

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2483.**

104603K

[Kitties](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · last AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2484.**

104603I

[Regional Integration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2485.**

104603G

[Great Heights](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2486.**

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2487.**

104603M

[Multiple Downloads](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2488.**

104603N

[Lucky Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2489.**

104603E

[Finding progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2490.**

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2491.**

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2492.**

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2493.**

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2494.**

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2495.**

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2496.**

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · last AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2497.**

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2498.**

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2499.**

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2500.**

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2501.**

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2502.**

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2503.**

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2504.**

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2505.**

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2506.**

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2507.**

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2508.**

104544F

[The Birthday Present](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2509.**

104544I

[At War With The Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · last AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2510.**

104544E

[Bad Luck Blackie](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2511.**

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2512.**

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2513.**

104544A

[Eh Seedie, Hot Bel Kherej](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2514.**

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2515.**

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2516.**

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2517.**

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2518.**

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2519.**

104542F

[Interesting String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2520.**

104412F

[Fibonacci Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2521.**

104366L

[Spatial Quantum Energy Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2522.**

104366J

[Less Time on the Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2523.**

104366F

[MPFT](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2524.**

104366H

[Light the Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2525.**

104366G

[Expected Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2526.**

104366I

[Subsetting and Summing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2527.**

104366D

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

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2528.**

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2529.**

104366K

[The Secret Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2530.**

104366A

[Cask Effect](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2531.**

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2532.**

104393E

[Elisa's Melodies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2533.**

104393J

[Jane's Party Salad](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2534.**

104393H

[Harvesting Apples](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2535.**

104393F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2536.**

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2537.**

104393D

[Destroying Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2538.**

104393C

[Counting Risk Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2539.**

104393B

[BWS Baker Web Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2540.**

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2541.**

104505M

[Chavo's Barrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2542.**

104505A

[Metaverse Real Estate](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2543.**

104505I

[Help the Aztecs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2544.**

104505C

[Quasi-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2545.**

104505J

[Indiana Jiang and the Temple of Kukulkan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2546.**

104505B

[Maracas](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2547.**

104505E

[Long Live Mexico](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2548.**

104505D

[Supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2549.**

104505F

[Goalkeeper of 7 games \(or less\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2550.**

104505G

[Choice hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2551.**

104505K

[Missing Cyan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2552.**

104493N

[Ziftawi's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2553.**

104487K

[Finding The Way Home](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2554.**

104487C

[United We Stand Divided We Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2555.**

104487L

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2556.**

104487H

[XY ?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2557.**

104487G

[Charging Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2558.**

104487N

[Fixing The Servers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2559.**

104487B

[GCN](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2560.**

104487F

[Temporary Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2561.**

104487E

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

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2562.**

104487A

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

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2563.**

104487J

[Lazy Abdo](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2564.**

104487M

[Captain Haddock And The Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2565.**

104487D

[Similarity](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2566.**

104493D

[To Be Named](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2567.**

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2568.**

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2569.**

104493J

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

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2570.**

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2571.**

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2572.**

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2573.**

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2574.**

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2575.**

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2576.**

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · last AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2577.**

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2578.**

104059A

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

Rating: — · first AC: 2023-07-28 · last AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2579.**

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2580.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2581.**

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2582.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · PyPy 3 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2583.**

104059C

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

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2584.**

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2585.**

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2586.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2587.**

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2588.**

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2589.**

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2590.**

104375I

[Improving Chewing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2591.**

104375K

[Kingdom Power C.](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2592.**

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2593.**

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2594.**

104375D

[Dynamic Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2595.**

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2596.**

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2597.**

104468I

[Obada-utiful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2598.**

104412N

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2599.**

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2600.

104412C

[Choose Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2601.

104412M

[Modify the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2602.

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2603.

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2604.

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2605.

104412D

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

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2606.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2607.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2608.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2609.

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

### 2610.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2611.**

104466H

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

Rating: — · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2612.**

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2613.**

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2614.**

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2615.**

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2616.**

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · PyPy 3 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2617.**

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2618.**

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2619.**

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2620.**

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · PyPy 3 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2621.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[IceKnight1093's solution](#)

**2622.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[IceKnight1093's solution](#)

**2623.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3 (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**2624.**

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[IceKnight1093's solution](#)

**2625.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3 (first AC) · Tags: \*special, expression parsing, strings

[IceKnight1093's solution](#)

**2626.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2627.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2628.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2629.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2630.**

101987C

[Disks Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2631.**

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2632.**

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2633.**

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2634.**

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2635.**

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2636.**

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2637.**

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2638.**

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2639.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · last AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2640.**

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2641.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2642.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2643.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2644.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2645.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2646.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2647.**

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2648.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2649.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · last AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2650.**

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · last AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2651.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2652.**

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2653.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2654.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2655.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2656.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2657.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2658.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2659.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2660.**

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · last AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2661.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2662.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2663.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2664.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2665.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2666.**

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2667.**

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2668.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2669.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2670.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2671.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2672.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2673.**

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2674.**

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2675.**

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2676.**

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2677.**

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2678.**

103373C

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

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2679.**

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2680.**

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2681.**

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2682.**

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2683.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2684.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2685.**

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · last AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2686.**

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2687.**

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2688.**

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2689.**

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2690.**

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · last AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2691.**

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2692.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2693.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2694.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2695.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2696.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2697.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2698.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2699.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2700.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2701.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2702.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2703.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2704.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2705.**

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2706.**

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2707.**

103185B

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

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2708.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2709.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2710.**

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2711.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2712.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2713.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2714.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2715.**

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · PyPy 3-64 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2716.**

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2717.**

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2718.**

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2719.**

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2720.**

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2721.**

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2722.**

102433C

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

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2723.**

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2724.**

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2725.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2726.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2727.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2728.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2729.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2730.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2731.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2732.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2733.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2734.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2735.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2736.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2737.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2738.**

103119L

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

Rating: — · first AC: 2022-07-11 · PyPy 3 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2739.**

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2740.**

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2741.**

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2742.**

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2743.**

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2744.**

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2745.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2746.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2747.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2748.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2749.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2750.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2751.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2752.**

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-25 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[IceKnight1093's solution](#)

**2753.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs

and similar, graphs, implementation

[IceKnight1093's solution](#)

**2754.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[IceKnight1093's solution](#)

**2755.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[IceKnight1093's solution](#)

**2756.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[IceKnight1093's solution](#)

**2757.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[IceKnight1093's solution](#)

**2758.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[IceKnight1093's solution](#)

**2759.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[IceKnight1093's solution](#)

**2760.**

103399A

[Fast modular multiplication modulo 32-bit modulus](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2761.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special, math, number theory

[IceKnight1093's solution](#)

**2762.**

101291C

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2763.**

101291L

[Three Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2764.**

101291D

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2765.**

101291J

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2766.**

101291I

[Mismatched Socks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2767.**

101291B

[Barbells](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2768.**

101291H

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2769.**

101291E

[Contest Score](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2770.**

101291F

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2771.**

101291G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2772.**

101291K

[Six Sides](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2773.**

101291M

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2774.**

101291A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2775.**

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2776.**

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math  
[IceKnight1093's solution](#)

**2777.**

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2778.**

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2779.**

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2780.**

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2781.**

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2782.**

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2783.**

103158L

[Memable Ace](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2784.**

103158K

[Helping Eagle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2785.**

103158J

[2wix+](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2786.**

103158A

[Sakally Soldier](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2787.**

103158F

[Memeable String](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2788.**

103158B

[Zero equals Infinity!](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2789.**

103158C

[Topology vs Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2790.**

103158I

[Binary string](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2791.**

103158H

[Annoying posts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2792.**

103158E

[AKA AKA learns number theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2793.**

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · last AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2794.**

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2795.**

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2796.**

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2797.**

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2798.**

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2799.**

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2800.**

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2801.**

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2802.**

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2803.**

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2804.**

undefined548

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

Rating: — · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**2805.**

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation

[IceKnight1093's solution](#)

**2806.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2807.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2808.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2809.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2810.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2811.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2812.**

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · last AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2813.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2814.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2815.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2816.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2817.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2818.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2819.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2820.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2821.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2822.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2823.**

102942F

[Offer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2824.**

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**2825.**

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2826.**

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2827.**

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2828.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2829.**

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2830.**

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2831.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2832.**

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2833.**

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**2834.**

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**2835.**

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, geometry, implementation

[IceKnight1093's solution](#)

**2836.**

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**2837.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[IceKnight1093's solution](#)

**2838.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks

[IceKnight1093's solution](#)

**2839.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: \*special

[IceKnight1093's solution](#)

**2840.**

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[IceKnight1093's solution](#)

**2841.**

101532F

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

Rating: — · first AC: 2019-12-19 · last AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2842.**

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2843.**

100796E

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

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2844.**

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2845.**

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2846.**

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2847.**

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2848.**

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2849.**

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2850.**

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2851.**

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IceKnight1093's solution](#)

**2852.**

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2853.**

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2854.**

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2855.**

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2856.**

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2857.**

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2858.**

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2859.**

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2860.**

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2861.**

102215A

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

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2862.**

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2863.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[IceKnight1093's solution](#)

**2864.**

101798E

[Forest \(C\) · Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2865.**

101798D

[Forest \(B\) - Chicken · Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2866.**

101798J

[Complete the Square · Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2867.**

101798G

[World Mug \(B\) · Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2868.**

101798C

[Forest \(A\) - Egg · Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2869.**

101798B

[Two Palindromes · Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2870.**

101798A

[Two Fashillows · Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2871.**

101798F

[World Mug \(A\) · Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2872.**

101401J

[Jackaroo · Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2873.**

101401B

[Smiley Faces \(B\) · Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2874.**

101401H

[Data Structures Exam \(A\) · Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2875.**

101401A

[Smiley Faces \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2876.**

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2877.**

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2878.**

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2879.**

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2880.**

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2881.**

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2882.**

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2883.**

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2884.**

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2885.**

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2886.**

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2887.**

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2888.**

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2889.**

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2890.**

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2891.**

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2892.**

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2893.**

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2894.**

101353F

[Halum and Candies](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · GNU C++11 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2895.**

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)

**2896.**

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2897.**

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2898.**

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · Java 8 (first AC) · Tags: —

[IceKnight1093's solution](#)

**2899.**

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[IceKnight1093's solution](#)