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Unique solved — Igorbunov

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

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1.

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6.

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7.

1608A

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1614A

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9.

1552A

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10.

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13.

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26.

1393A

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28.

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1307A

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34.

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47.

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49.

1152A

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53.

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54.

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70.

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71.

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4A

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1099A

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74.

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76.

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87.

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1401A

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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
[Igorbunov's solution](#)
- 105.**
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
[Igorbunov's solution](#)
- 106.**
2164B
[Even Modulo Pair](#) · [Tutorial](#)
Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Igorbunov's solution](#)
- 107.**
1970A1
[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)
Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[Igorbunov's solution](#)
- 108.**
1858C
[Yet Another Permutation Problem](#) · [Tutorial](#)
Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Igorbunov's solution](#)

109.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Igorbunov's solution](#)

110.

1614B

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

Quality: 29,032 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Igorbunov's solution](#)

111.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,244 global accepts · Rating: 1000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[Igorbunov's solution](#)

112.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,146 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Igorbunov's solution](#)

113.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,060 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Igorbunov's solution](#)

114.

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Igorbunov's solution](#)

115.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,343 global accepts · Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Igorbunov's solution](#)

116.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Igorbunov's solution](#)

117.

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

[Igorbunov's solution](#)

118.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Igorbunov's solution](#)

119.

1293B

[JOE is on TV!](#) · [Tutorial](#)

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

120.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igorbunov's solution](#)

121.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igorbunov's solution](#)

122.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[Igorbunov's solution](#)

123.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[Igorbunov's solution](#)

124.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,297 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igorbunov's solution](#)

125.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Igorbunov's solution](#)

126.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[Igorbunov's solution](#)

127.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Igorbunov's solution](#)

128.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Igorbunov's solution](#)

129.

1174A

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

Quality: 19,212 global accepts · Rating: 1000 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Igorbunov's solution](#)

130.

1165B

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

Quality: 24,283 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Igorbunov's solution](#)

131.

1155A

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

Quality: 25,977 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[Igorbunov's solution](#)

132.

1144C

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

Quality: 16,364 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Igorbunov's solution](#)

133.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igorbunov's solution](#)

134.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Igorbunov's solution](#)

135.

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
[Igorbunov's solution](#)

136.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Igorbunov's solution](#)

137.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Igorbunov's solution](#)

138.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Igorbunov's solution](#)

139.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[Igorbunov's solution](#)

140.

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
[Igorbunov's solution](#)

141.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[Igorbunov's solution](#)

142.

1428C

[ABBB](#) · [Tutorial](#)

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

143.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 1100 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Igorbunov's solution](#)

144.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Igorbunov's solution](#)

145.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Igorbunov's solution](#)

146.

1293A

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

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

147.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Igorbunov's solution](#)

148.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[Igorbunov's solution](#)

149.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

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

150.

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
[Igorbunov's solution](#)

151.

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
[Igorbunov's solution](#)

152.

1146B

[Hate "A" · Tutorial](#)

Quality: 9,320 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Igorbunov's solution](#)

153.

1121A

[Technogoblet of Fire · Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Igorbunov's solution](#)

154.

1099B

[Squares and Segments · Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[Igorbunov's solution](#)

155.

1087B

[Div Times Mod · Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igorbunov's solution](#)

156.

2196A

[Game with a Fraction · Tutorial](#)

Quality: 15,832 global accepts · Rating: 1200 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[Igorbunov's solution](#)

157.

1928B

[Equalize · Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[Igorbunov's solution](#)

158.

1608B

[Build the Permutation · Tutorial](#)

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Igorbunov's solution](#)

159.

1553C

[Penalty · Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Igorbunov's solution](#)

160.

1530C

[Pursuit · Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[Igorbunov's solution](#)

161.

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
[Igorbunov's solution](#)

162.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[Igorbunov's solution](#)

163.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[Igorbunov's solution](#)

164.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[Igorbunov's solution](#)

165.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Igorbunov's solution](#)

166.

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
[Igorbunov's solution](#)

167.

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Igorbunov's solution](#)

168.

1150C

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

Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Igorbunov's solution](#)

169.

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
[Igorbunov's solution](#)

170.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Igorbunov's solution](#)

171.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Igorbunov's solution](#)

172.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Igorbunov's solution](#)

173.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Igorbunov's solution](#)

174.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Igorbunov's solution](#)

175.

1097B

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

Quality: 35,961 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Igorbunov's solution](#)

176.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

177.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,411 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Igorbunov's solution](#)

178.

1000A

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

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

[Igorbunov's solution](#)

179.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Igorbunov's solution](#)

180.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Igorbunov's solution](#)

181.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Igorbunov's solution](#)

182.

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

[Igorbunov's solution](#)

183.

1470A

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

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Igorbunov's solution](#)

184.

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

[Igorbunov's solution](#)

185.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Igorbunov's solution](#)

186.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Igorbunov's solution](#)

187.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Igorbunov's solution](#)

188.

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

[Igorbunov's solution](#)

189.

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

[Igorbunov's solution](#)

190.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Igorbunov's solution](#)

191.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Igorbunov's solution](#)

192.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,680 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Igorbunov's solution](#)

193.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Igorbunov's solution](#)

194.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igorbunov's solution](#)

195.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[Igorbunov's solution](#)

196.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,203 global accepts · Rating: 1300 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Igorbunov's solution](#)

197.

1174C

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

Quality: 12,785 global accepts · Rating: 1300 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Igorbunov's solution](#)

198.

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
[Igorbunov's solution](#)

199.

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
[Igorbunov's solution](#)

200.

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
[Igorbunov's solution](#)

201.

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
[Igorbunov's solution](#)

202.

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
[Igorbunov's solution](#)

203.

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

[Igorbunov's solution](#)

204.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1400 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Igorbunov's solution](#)

205.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,058 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Igorbunov's solution](#)

206.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Igorbunov's solution](#)

207.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Igorbunov's solution](#)

208.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[Igorbunov's solution](#)

209.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,586 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Igorbunov's solution](#)

210.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Igorbunov's solution](#)

211.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Igorbunov's solution](#)

212.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Igorbunov's solution](#)

213.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Igorbunov's solution](#)

214.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Igorbunov's solution](#)

215.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 1400 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Igorbunov's solution](#)

216.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Igorbunov's solution](#)

217.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Igorbunov's solution](#)

218.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Igorbunov's solution](#)

219.

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

[Igorbunov's solution](#)

220.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Igorbunov's solution](#)

221.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Igorbunov's solution](#)

222.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Igorbunov's solution](#)

223.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Igorbunov's solution](#)

224.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Igorbunov's solution](#)

225.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igorbunov's solution](#)

226.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Igorbunov's solution](#)

227.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Igorbunov's solution](#)

228.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igorbunov's solution](#)

229.

1197C

[Array Splitting](#) · [Tutorial](#)

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

[Igorbunov's solution](#)

230.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igorbunov's solution](#)

231.

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

[Igorbunov's solution](#)

232.

1167C

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

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Igorbunov's solution](#)

233.

1162B

[Double Matrix](#) · [Tutorial](#)

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

[Igorbunov's solution](#)

234.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Igorbunov's solution](#)

235.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,649 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[Igorbunov's solution](#)

236.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,595 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Igorbunov's solution](#)

237.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Igorbunov's solution](#)

238.

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
[Igorbunov's solution](#)

239.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[Igorbunov's solution](#)

240.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[Igorbunov's solution](#)

241.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[Igorbunov's solution](#)

242.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[Igorbunov's solution](#)

243.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[Igorbunov's solution](#)

244.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[Igorbunov's solution](#)

245.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Igorbunov's solution](#)

246.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Igorbunov's solution](#)

247.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Igorbunov's solution](#)

248.

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

[Igorbunov's solution](#)

249.

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

[Igorbunov's solution](#)

250.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Igorbunov's solution](#)

251.

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

[Igorbunov's solution](#)

252.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[Igorbunov's solution](#)

253.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Igorbunov's solution](#)

254.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Igorbunov's solution](#)

255.

1419C

[Killjoy · Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Igorbunov's solution](#)

256.

1409D

[Decrease the Sum of Digits · Tutorial](#)

Quality: 21,391 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Igorbunov's solution](#)

257.

1400C

[Binary String Reconstruction · Tutorial](#)

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Igorbunov's solution](#)

258.

1391C

[Cyclic Permutations · Tutorial](#)

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Igorbunov's solution](#)

259.

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

[Igorbunov's solution](#)

260.

1325C

[Ehab and Path-etic MEXs · Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Igorbunov's solution](#)

261.

1072B

[Curiosity Has No Limits · Tutorial](#)

Rating: 1500 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igorbunov's solution](#)

262.

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

[Igorbunov's solution](#)

263.

1287B

[Hyperset · Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Igorbunov's solution](#)

264.

1253C

[Sweets Eating · Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Igorbunov's solution](#)

265.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igorbunov's solution](#)

266.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Igorbunov's solution](#)

267.

1178D

[Prime Graph](#) · [Tutorial](#)

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

[Igorbunov's solution](#)

268.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Igorbunov's solution](#)

269.

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

[Igorbunov's solution](#)

270.

1180C

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

Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Igorbunov's solution](#)

271.

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

[Igorbunov's solution](#)

272.

1162C

[Hide and Seek](#) · [Tutorial](#)

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

[Igorbunov's solution](#)

273.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Igorbunov's solution](#)

274.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Igorbunov's solution](#)

275.

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

[Igorbunov's solution](#)

276.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igorbunov's solution](#)

277.

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

[Igorbunov's solution](#)

278.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,583 global accepts · Rating: 1600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[Igorbunov's solution](#)

279.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Igorbunov's solution](#)

280.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Igorbunov's solution](#)

281.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

282.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Igorbunov's solution](#)

283.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Igorbunov's solution](#)

284.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Igorbunov's solution](#)

285.

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp,

greedy, hashing, implementation, string suffix structures, strings, two pointers

[Igorbunov's solution](#)

286.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Igorbunov's solution](#)

287.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Igorbunov's solution](#)

288.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Igorbunov's solution](#)

289.

1336A

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

Quality: 24,668 global accepts · Rating: 1600 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Igorbunov's solution](#)

290.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Igorbunov's solution](#)

291.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Igorbunov's solution](#)

292.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Igorbunov's solution](#)

293.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Igorbunov's solution](#)

294.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Igorbunov's solution](#)

295.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Igorbunov's solution](#)

296.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Igorbunov's solution](#)

297.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Igorbunov's solution](#)

298.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Igorbunov's solution](#)

299.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igorbunov's solution](#)

300.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Igorbunov's solution](#)

301.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Igorbunov's solution](#)

302.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Igorbunov's solution](#)

303.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Igorbunov's solution](#)

304.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igorbunov's solution](#)

305.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Igorbunov's solution](#)

306.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igorbunov's solution](#)

307.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Igorbunov's solution](#)

308.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Igorbunov's solution](#)

309.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Igorbunov's solution](#)

310.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Igorbunov's solution](#)

311.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Igorbunov's solution](#)

312.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Igorbunov's solution](#)

313.

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

[Igorbunov's solution](#)

314.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Igorbunov's solution](#)

315.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Igorbunov's solution](#)

316.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Igorbunov's solution](#)

317.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Igorbunov's solution](#)

318.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Igorbunov's solution](#)

319.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Igorbunov's solution](#)

320.

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

[Igorbunov's solution](#)

321.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Igorbunov's solution](#)

322.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Igorbunov's solution](#)

323.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Igorbunov's solution](#)

324.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Igorbunov's solution](#)

325.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Igorbunov's solution](#)

326.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Igorbunov's solution](#)

327.

1202B

[You Are Given a Decimal String... · Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths
[Igorbunov's solution](#)

328.

1009D

[Relatively Prime Graph · Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[Igorbunov's solution](#)

329.

1009C

[Annoying Present · Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Igorbunov's solution](#)

330.

1194D

[1-2-K Game · Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[Igorbunov's solution](#)

331.

598D

[Igor In the Museum · Tutorial](#)

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[Igorbunov's solution](#)

332.

1146C

[Tree Diameter · Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[Igorbunov's solution](#)

333.

1144F

[Graph Without Long Directed Paths · Tutorial](#)

Quality: 14,119 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[Igorbunov's solution](#)

334.

1143D

[The Beatles · Tutorial](#)

Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[Igorbunov's solution](#)

335.

1087D

[Minimum Diameter Tree · Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[Igorbunov's solution](#)

336.

295B

[Greg and Graph · Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[Igorbunov's solution](#)

337.

1032C

[Playing Piano · Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
[Igorbunov's solution](#)

338.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Igorbunov's solution](#)

339.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Igorbunov's solution](#)

340.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Igorbunov's solution](#)

341.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Igorbunov's solution](#)

342.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Igorbunov's solution](#)

343.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Igorbunov's solution](#)

344.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Igorbunov's solution](#)

345.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Igorbunov's solution](#)

346.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Igorbunov's solution](#)

347.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dfs and similar, dp, graphs, math

[Igorbunov's solution](#)

348.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Igorbunov's solution](#)

349.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Igorbunov's solution](#)

350.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Igorbunov's solution](#)

351.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Igorbunov's solution](#)

352.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igorbunov's solution](#)

353.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Igorbunov's solution](#)

354.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Igorbunov's solution](#)

355.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Igorbunov's solution](#)

356.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Igorbunov's solution](#)

357.

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

[Igorbunov's solution](#)

358.

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Igorbunov's solution](#)

359.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,044 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Igorbunov's solution](#)

360.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Igorbunov's solution](#)

361.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Igorbunov's solution](#)

362.

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

[Igorbunov's solution](#)

363.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igorbunov's solution](#)

364.

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

[Igorbunov's solution](#)

365.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, probabilities

[Igorbunov's solution](#)

366.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Igorbunov's solution](#)

367.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Igorbunov's solution](#)

368.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Igorbunov's solution](#)

369.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Igorbunov's solution](#)

370.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

371.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Igorbunov's solution](#)

372.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Igorbunov's solution](#)

373.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Igorbunov's solution](#)

374.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Igorbunov's solution](#)

375.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Igorbunov's solution](#)

376.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[Igorbunov's solution](#)

377.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Igorbunov's solution](#)

378.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Igorbunov's solution](#)

379.

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

[Igorbunov's solution](#)

380.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Igorbunov's solution](#)

381.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Igorbunov's solution](#)

382.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Igorbunov's solution](#)

383.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Igorbunov's solution](#)

384.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Igorbunov's solution](#)

385.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[Igorbunov's solution](#)

386.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Igorbunov's solution](#)

387.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Igorbunov's solution](#)

388.

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
[Igorbunov's solution](#)

389.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, interactive
[Igorbunov's solution](#)

390.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings
[Igorbunov's solution](#)

391.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[Igorbunov's solution](#)

392.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[Igorbunov's solution](#)

393.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Igorbunov's solution](#)

394.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[Igorbunov's solution](#)

395.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[Igorbunov's solution](#)

396.

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
[Igorbunov's solution](#)

397.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[Igorbunov's solution](#)

398.

1391D

[505](#) · [Tutorial](#)

Quality: 5,769 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, greedy, implementation

[Igorbunov's solution](#)

399.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Igorbunov's solution](#)

400.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Igorbunov's solution](#)

401.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Igorbunov's solution](#)

402.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Igorbunov's solution](#)

403.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Igorbunov's solution](#)

404.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Igorbunov's solution](#)

405.

1143E

[Lynryd Skynryd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Igorbunov's solution](#)

406.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[Igorbunov's solution](#)

407.

1948E

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

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Igorbunov's solution](#)

408.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

409.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Igorbunov's solution](#)

410.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Igorbunov's solution](#)

411.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Igorbunov's solution](#)

412.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Igorbunov's solution](#)

413.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Igorbunov's solution](#)

414.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[Igorbunov's solution](#)

415.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Igorbunov's solution](#)

416.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Igorbunov's solution](#)

417.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Igorbunov's solution](#)

418.

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

[Igorbunov's solution](#)

419.

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

[Igorbunov's solution](#)

420.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Igorbunov's solution](#)

421.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Igorbunov's solution](#)

422.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igorbunov's solution](#)

423.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Igorbunov's solution](#)

424.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Igorbunov's solution](#)

425.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[Igorbunov's solution](#)

426.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Igorbunov's solution](#)

427.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Igorbunov's solution](#)

428.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Igorbunov's solution](#)

429.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Igorbunov's solution](#)

430.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

431.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Igorbunov's solution](#)

432.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Igorbunov's solution](#)

433.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Igorbunov's solution](#)

434.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Igorbunov's solution](#)

435.

1552F

[Telepaniting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Igorbunov's solution](#)

436.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Igorbunov's solution](#)

437.

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

[Igorbunov's solution](#)

438.

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

[Igorbunov's solution](#)

439.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Igorbunov's solution](#)

440.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Igorbunov's solution](#)

441.

1047D

[Little C Loves 3 II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Igorbunov's solution](#)

442.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Igorbunov's solution](#)

443.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Igorbunov's solution](#)

444.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Igorbunov's solution](#)

445.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Igorbunov's solution](#)

446.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Igorbunov's solution](#)

447.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

448.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Igorbunov's solution](#)

449.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Igorbunov's solution](#)

450.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Igorbunov's solution](#)

451.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Igorbunov's solution](#)

452.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Igorbunov's solution](#)

453.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Igorbunov's solution](#)

454.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Igorbunov's solution](#)

455.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Igorbunov's solution](#)

456.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Igorbunov's solution](#)

457.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Igorbunov's solution](#)

458.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Igorbunov's solution](#)

459.

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

[Igorbunov's solution](#)

460.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Igorbunov's solution](#)

461.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igorbunov's solution](#)

462.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igorbunov's solution](#)

463.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[Igorbunov's solution](#)

464.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

465.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Igorbunov's solution](#)

466.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Igorbunov's solution](#)

467.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows

[Igorbunov's solution](#)

468.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Igorbunov's solution](#)

469.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Igorbunov's solution](#)

470.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Igorbunov's solution](#)

471.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Igorbunov's solution](#)

472.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Igorbunov's solution](#)

473.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · last AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Igorbunov's solution](#)

474.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Igorbunov's solution](#)

475.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Igorbunov's solution](#)

476.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Igorbunov's solution](#)

477.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igorbunov's solution](#)

478.

1143F

[U2](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[Igorbunov's solution](#)

479.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Igorbunov's solution](#)

480.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Igorbunov's solution](#)

481.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Igorbunov's solution](#)

482.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Igorbunov's solution](#)

483.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Igorbunov's solution](#)

484.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Igorbunov's solution](#)

485.

1072E

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igorbunov's solution](#)

486.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Igorbunov's solution](#)

487.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Igorbunov's solution](#)

488.

1047E

[Region Separation](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Igorbunov's solution](#)

489.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

490.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Igorbunov's solution](#)

491.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-10-01 · last AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Igorbunov's solution](#)

492.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Igorbunov's solution](#)

493.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Igorbunov's solution](#)

494.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Igorbunov's solution](#)

495.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Igorbunov's solution](#)

496.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[Igorbunov's solution](#)

497.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Igorbunov's solution](#)

498.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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499.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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500.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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501.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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502.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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503.

105182J

[2-Clustering Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

504.

105182B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

505.

105182H

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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506.

105182E

[Maximal Substring Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

507.

105182I

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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508.

105182D

[Black and White Bead String](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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509.

105182C

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Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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510.

105182K

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

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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511.

104874L

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Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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512.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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513.

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

514.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

515.

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

516.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

517.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

518.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

519.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

520.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

521.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

522.

105053H

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

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

523.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

524.

105053F

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

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igorbunov's solution](#)

525.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igorbunov's solution](#)

526.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igorbunov's solution](#)

527.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igorbunov's solution](#)

528.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igorbunov's solution](#)

529.

102136C

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

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igorbunov's solution](#)

530.

102136I

[Permutations again](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igorbunov's solution](#)

531.

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igorbunov's solution](#)

532.

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igorbunov's solution](#)

533.

102136J

[Restore the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igorbunov's solution](#)

534.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

535.

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

536.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

537.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

538.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

539.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

540.

105112H

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

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

541.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

542.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

543.

105112A

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

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

544.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

545.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

546.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

547.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

548.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

549.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

550.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

551.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igorbunov's solution](#)

552.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

553.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

554.

104945F

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

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

555.

104945B

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

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

556.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

557.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

558.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

559.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

560.

104787B

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

Rating: — · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

561.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

562.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

563.

104787D

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

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

564.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

565.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

566.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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567.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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568.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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569.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

570.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

571.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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572.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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573.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

574.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

575.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

576.

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

577.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

578.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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579.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

580.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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581.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · Python 3 (first AC) · Tags: —

[Igorbunov's solution](#)

582.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

583.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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584.

104021N

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

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585.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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586.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

587.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · Python 3 (first AC) · Tags: —

[Igorbunov's solution](#)

588.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

589.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

590.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

591.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · Python 3 (first AC) · Tags: —

[Igorbunov's solution](#)

592.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

593.

101620D

[Donut Drone](#) · [Tutorial](#)

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

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594.

101620L

[Lunar Landscape](#) · [Tutorial](#)

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

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595.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

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

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596.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

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

[Igorbunov's solution](#)

597.

101620G

[Gambling Guide](#) · [Tutorial](#)

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

[Igorbunov's solution](#)

598.

101620J

[Justified Jungle](#) · [Tutorial](#)

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

[Igorbunov's solution](#)

599.

101620F

[Faulty Factorial](#) · [Tutorial](#)

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

[Igorbunov's solution](#)

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104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

601.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

602.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

603.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

604.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

605.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

606.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

607.

104020K

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

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

608.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

609.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

610.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

611.

102439I

[Equal Mod Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

612.

102439G

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

Rating: — · first AC: 2023-03-03 · Python 3 (first AC) · Tags: —

[Igorbunov's solution](#)

613.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

614.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

615.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · Python 3 (first AC) · Tags: —

[Igorbunov's solution](#)

616.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · Python 3 (first AC) · Tags: —

[Igorbunov's solution](#)

617.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · Python 3 (first AC) · Tags: —

[Igorbunov's solution](#)

618.

104172D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

619.

104172L

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

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igorbunov's solution](#)

620.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igorbunov's solution](#)

621.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igorbunov's solution](#)

622.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igorbunov's solution](#)

623.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igorbunov's solution](#)

624.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igorbunov's solution](#)

625.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, math

[Igorbunov's solution](#)

626.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Igorbunov's solution](#)

627.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math

[Igorbunov's solution](#)

628.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees

[Igorbunov's solution](#)

629.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Igorbunov's solution](#)

630.

1001806

[A's Drive > C' 1Cä9](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igorbunov's solution](#)

631.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igorbunov's solution](#)

632.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

633.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igorbunov's solution](#)

634.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igorbunov's solution](#)

635.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igorbunov's solution](#)

636.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igorbunov's solution](#)

637.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igorbunov's solution](#)

638.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

639.

1319E

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Igorbunov's solution](#)

640.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Igorbunov's solution](#)

641.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Igorbunov's solution](#)

642.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Igorbunov's solution](#)

643.

1319A

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igorbunov's solution](#)

644.

1024806

[A01010, @Cä2C#0 D4GC AD\\$:C](#)

Rating: — · first AC: 2020-01-20 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

645.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Igorbunov's solution](#)

646.

1275C

[#define At0CD0D10aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Igorbunov's solution](#)

647.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Igorbunov's solution](#)

648.

1275A

[B IDK0\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Igorbunov's solution](#)

649.

102185D

[AT2DriaC\\$8CD5CÔ8CP](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

650.

102185H

[LOCALC++](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

651.

102185G

[A48DriaDô=CD0](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

652.

102185E

[BTDICÔO](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

653.

102185J

[A5DriaC'5CÔ8CR :D >C#>CD8C'>C](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

654.

102185F

[BS0CriaC'8CÄ8D](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

655.

102185B

[BD8CriaC,,@Cä2C =CÔ0Dò FCT=C](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

667.

101286A

[B\\$>D`B C,,:](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

668.

101286B

[A=00DCTBC=8](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

669.

101286J

[B#D`f!](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

670.

101286D

[B<D`f!](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

671.

101286C

[A\\$@C`3CÄa`CT3Câ 2D 0C40 — CÄ>C' 4D CC2](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

672.

101286I

[A=BCâ4C`8CÔ=CT5?](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

673.

100805E

[B`0C20T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

674.

101618D

[B,T00A!](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

675.

101618C

[Aô@Cä=C,,:CÔ>C\\$5CÔ8CR 2 D 5C`8C=2C @C,,9](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

676.

101618G

[B`BC10,,;DÄ=CäAD\\$L D\\$@C =Ct0C=FC,,9](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

677.

101618F

[A`50C>0ô0D =D`9 Cô0D >C`L](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

678.

101618B

[A TND6CTB](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

679.

101618H

[A\\$0C4>CÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

680.

101618E

[B_00D>C\\$>CDAD\\$2Câ 2 Cô>CT7CD5](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

681.

101618A

[B UD A0 '5CD>C\\$0CÔ8CR CC 8C"AD\\$2C](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

682.

102024I

[B_8000IG\\$>C'HCT1CÔKDR 7C :C'8CÔ0CÔ8C•](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

683.

102024E

[AÄ0C48Dt5D :C,,9 Ct0CÄ>C](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

684.

102024A

[AÖLDäB C" ?CTICT@CP](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

685.

102024H

[A=0C40Cä9 D\\$2C @C, ò ?Cä ?C @CP](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

686.

102024F

[A\\$E0HCT1CÔ0Dè HC ED\\$0](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

687.

102024J

[AÖNDT;C€](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

688.

102024D

[AÖNDT;C, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

689.

102024G

[B47D00d=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

690.

102024C

[AD>C@D`E D =Cä2](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

691.

101154A

[B 0D?D!>CD0Cd0!](#)

Rating: — · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

692.

101154F

[AÄ0048Dt5D :C,,5 D DCT@D°](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

693.

101154E

[A B C r e,,>D\\$5C#0](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

694.

101154G

[At=C=Crj@ — D 8C`0](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

695.

101154D

[Aö@Ca`TAC`5CD>C\\$0CÔ8CP](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

696.

101154C

[A4@Ca=CT=D`5 D BC :C =D°](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

697.

101154H

[AöCD\\$D,,5D BC\\$8CR AC#2Cä7DÂ <C,,@D°](#)

Rating: — · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igorbunov's solution](#)

698.

1145C

[Mystery Circuit · Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Igorbunov's solution](#)

699.

1145D

[Pigeon d'Or · Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Igorbunov's solution](#)

700.

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

[Igorbunov's solution](#)