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[Jelefy's solution](#)

103.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Jelefy's solution](#)

104.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,716 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Jelefy's solution](#)

105.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Jelefy's solution](#)

106.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Jelefy's solution](#)

107.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force

[Jelefy's solution](#)

108.

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy

[Jelefy's solution](#)

109.

1385A

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

Quality: 43,335 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: math

[Jelefy's solution](#)

110.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Jelefy's solution](#)

111.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math

[Jelefy's solution](#)

112.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,428 global accepts · Rating: 800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math

[Jelefy's solution](#)

113.

1285A

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

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: math

[Jelefy's solution](#)

114.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,436 global accepts · Rating: 800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[Jelefy's solution](#)

115.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Jelefy's solution](#)

116.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,525 global accepts · Rating: 900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Jelefy's solution](#)

117.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,365 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Jelefy's solution](#)

118.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,750 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Jelefy's solution](#)

119.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Jelefy's solution](#)

120.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Jelefy's solution](#)

121.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Jelefy's solution](#)

122.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Jelefy's solution](#)

123.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Jelefy's solution](#)

124.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Jelefy's solution](#)

125.

1806B

[Mex Master](#) · [Tutorial](#)

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

[Jelefy's solution](#)

126.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Jelefy's solution](#)

127.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Jelefy's solution](#)

128.

1768B

[Quick Sort](#) · [Tutorial](#)

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

[Jelefy's solution](#)

129.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,889 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Jelefy's solution](#)

130.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Jelefy's solution](#)

131.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Jelefy's solution](#)

132.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jelefy's solution](#)

133.

1733B

[Rule of League](#) · [Tutorial](#)

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

[Jelefy's solution](#)

134.

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Jelefy's solution](#)

135.

1709B

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

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

[Jelefy's solution](#)

136.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Jelefy's solution](#)

137.

1699B

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

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Jelefy's solution](#)

138.

1696B

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

Quality: 36,314 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Jelefy's solution](#)

139.

1675B

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

Quality: 43,280 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Jelefy's solution](#)

140.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,828 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Jelefy's solution](#)

141.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Jelefy's solution](#)

142.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Jelefy's solution](#)

143.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Jelefy's solution](#)

144.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,682 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, math, strings

[Jelefy's solution](#)

145.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[Jelefy's solution](#)

146.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Jelefy's solution](#)

147.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Jelefy's solution](#)

148.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Jelefy's solution](#)

149.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,364 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Jelefy's solution](#)

150.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jelefy's solution](#)

151.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Jelefy's solution](#)

152.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Jelefy's solution](#)

153.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Jelefy's solution](#)

154.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Jelefy's solution](#)

155.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Jelefy's solution](#)

156.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Jelefy's solution](#)

157.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Jelefy's solution](#)

158.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Jelefy's solution](#)

159.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, two pointers

[Jelefy's solution](#)

160.

1676D

[X-Sum](#) · [Tutorial](#)

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

[Jelefy's solution](#)

161.

1674C

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

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

[Jelefy's solution](#)

162.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Jelefy's solution](#)

163.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Jelefy's solution](#)

164.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,469 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Jelefy's solution](#)

165.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Jelefy's solution](#)

166.

1614B

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

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Jelefy's solution](#)

167.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Jelefy's solution](#)

168.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Jelefy's solution](#)

169.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Jelefy's solution](#)

170.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math

[Jelefy's solution](#)

171.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Jelefy's solution](#)

172.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Jelefy's solution](#)

173.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Jelefy's solution](#)

174.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Jelefy's solution](#)

175.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Jelefy's solution](#)

176.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Jelefy's solution](#)

177.

1826B

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

Quality: 28,154 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Jelefy's solution](#)

178.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Jelefy's solution](#)

179.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Jelefy's solution](#)

180.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math, probabilities

[Jelefy's solution](#)

181.

1783B

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

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

[Jelefy's solution](#)

182.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Jelefy's solution](#)

183.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Jelefy's solution](#)

184.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Jelefy's solution](#)

185.

1741C

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

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

[Jelefy's solution](#)

186.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jelefy's solution](#)

187.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Jelefy's solution](#)

188.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Jelefy's solution](#)

189.

1706B

[Making Towers](#) · [Tutorial](#)

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

[Jelefy's solution](#)

190.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · last AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Jelefy's solution](#)

191.

1702C

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

Quality: 25,119 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Jelefy's solution](#)

192.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Jelefy's solution](#)

193.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,066 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Jelefy's solution](#)

194.

1675C

[Detective Task](#) · [Tutorial](#)

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

[Jelefy's solution](#)

195.

1673B

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

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Jelefy's solution](#)

196.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Jelefy's solution](#)

197.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Jelefy's solution](#)

198.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Jelefy's solution](#)

199.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Jelefy's solution](#)

200.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Jelefy's solution](#)

201.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Jelefy's solution](#)

202.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games

[Jelefy's solution](#)

203.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Jelefy's solution](#)

204.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[Jelefy's solution](#)

205.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Jelefy's solution](#)

206.

1293A

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

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Jelefy's solution](#)

207.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,783 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Jelefy's solution](#)

208.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Jelefy's solution](#)

209.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Jelefy's solution](#)

210.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Jelefy's solution](#)

211.

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Jelefy's solution](#)

212.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,397 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Jelefy's solution](#)

213.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[Jelefy's solution](#)

214.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Jelefy's solution](#)

215.

1800D

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

Quality: 29,342 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[Jelefy's solution](#)

216.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,253 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Jelefy's solution](#)

217.

1734C

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

Quality: 28,626 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jelefy's solution](#)

218.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Jelefy's solution](#)

219.

1713C

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

Quality: 18,872 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Jelefy's solution](#)

220.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Jelefy's solution](#)

221.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Jelefy's solution](#)

222.

1674D

[A-B-C Sort](#) · [Tutorial](#)

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

[Jelefy's solution](#)

223.

1656C

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

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

[Jelefy's solution](#)

224.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Jelefy's solution](#)

225.

1608B

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

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

[Jelefy's solution](#)

226.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Jelefy's solution](#)

227.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Jelefy's solution](#)

228.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy

[Jelefy's solution](#)

229.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Jelefy's solution](#)

230.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math

[Jelefy's solution](#)

231.

1294B

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

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[Jelefy's solution](#)

232.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[Jelefy's solution](#)

233.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Jelefy's solution](#)

234.

1881D

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

Quality: 28,427 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Jelefy's solution](#)

235.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Jelefy's solution](#)

236.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Jelefy's solution](#)

237.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Jelefy's solution](#)

238.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Jelefy's solution](#)

239.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jelefy's solution](#)

240.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Jelefy's solution](#)

241.

1768C

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

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

[Jelefy's solution](#)

242.

1741D

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

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

[Jelefy's solution](#)

243.

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Jelefy's solution](#)

244.

1733C

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

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Jelefy's solution](#)

245.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Jelefy's solution](#)

246.

1676G

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

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Jelefy's solution](#)

247.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[Jelefy's solution](#)

248.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
[Jelefy's solution](#)

249.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Jelefy's solution](#)

250.

1660C

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

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[Jelefy's solution](#)

251.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[Jelefy's solution](#)

252.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[Jelefy's solution](#)

253.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[Jelefy's solution](#)

254.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Jelefy's solution](#)

255.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Jelefy's solution](#)

256.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Jelefy's solution](#)

257.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[Jelefy's solution](#)

258.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[Jelefy's solution](#)

259.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[Jelefy's solution](#)

260.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Jelefy's solution](#)

261.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Jelefy's solution](#)

262.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[Jelefy's solution](#)

263.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Jelefy's solution](#)

264.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[Jelefy's solution](#)

265.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Jelefy's solution](#)

266.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Jelefy's solution](#)

267.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Jelefy's solution](#)

268.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Jelefy's solution](#)

269.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Jelefy's solution](#)

270.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Jelefy's solution](#)

271.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Jelefy's solution](#)

272.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jelefy's solution](#)

273.

1728C

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

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Jelefy's solution](#)

274.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Jelefy's solution](#)

275.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Jelefy's solution](#)

276.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Jelefy's solution](#)

277.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Jelefy's solution](#)

278.

1701C

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

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

[Jelefy's solution](#)

279.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Jelefy's solution](#)

280.

1691C

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

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

[Jelefy's solution](#)

281.

1676H1

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

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

[Jelefy's solution](#)

282.

1670C

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

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

[Jelefy's solution](#)

283.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Jelefy's solution](#)

284.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Jelefy's solution](#)

285.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Jelefy's solution](#)

286.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,573 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Jelefy's solution](#)

287.

1548A

[Web of Lies](#) · [Tutorial](#)

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

[Jelefy's solution](#)

288.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Jelefy's solution](#)

289.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Jelefy's solution](#)

290.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Jelefy's solution](#)

291.

1284B

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

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

[Jelefy's solution](#)

292.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jelefy's solution](#)

293.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Jelefy's solution](#)

294.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Jelefy's solution](#)

295.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Jelefy's solution](#)

296.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Jelefy's solution](#)

297.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Jelefy's solution](#)

298.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Jelefy's solution](#)

299.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Jelefy's solution](#)

300.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Jelefy's solution](#)

301.

1676H2

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

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

[Jelefy's solution](#)

302.

1675E

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

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

[Jelefy's solution](#)

303.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Jelefy's solution](#)

304.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Jelefy's solution](#)

305.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Jelefy's solution](#)

306.

1614C

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

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Jelefy's solution](#)

307.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Jelefy's solution](#)

308.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Jelefy's solution](#)

309.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[Jelefy's solution](#)

310.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Jelefy's solution](#)

311.

1323B

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

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

[Jelefy's solution](#)

312.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Jelefy's solution](#)

313.

1287B

[Hyperset](#) · [Tutorial](#)

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

[Jelefy's solution](#)

314.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

315.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Jelefy's solution](#)

316.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Jelefy's solution](#)

317.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Jelefy's solution](#)

318.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Jelefy's solution](#)

319.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Jelefy's solution](#)

320.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,326 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[Jelefy's solution](#)

321.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Jelefy's solution](#)

322.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Jelefy's solution](#)

323.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jelefy's solution](#)

324.

1806C

[Sequence Master](#) · [Tutorial](#)

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

[Jelefy's solution](#)

325.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Jelefy's solution](#)

326.

1748C

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Jelefy's solution](#)

327.

1741E

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

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Jelefy's solution](#)

328.

1714D

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

Quality: 10,321 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Jelefy's solution](#)

329.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Jelefy's solution](#)

330.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · last AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Jelefy's solution](#)

331.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Jelefy's solution](#)

332.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Jelefy's solution](#)

333.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Jelefy's solution](#)

334.

1680C

[Binary String](#) · [Tutorial](#)

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

[Jelefy's solution](#)

335.

1660E

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

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

[Jelefy's solution](#)

336.

1660D

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

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Jelefy's solution](#)

337.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Jelefy's solution](#)

338.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Jelefy's solution](#)

339.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · last AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Jelefy's solution](#)

340.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Jelefy's solution](#)

341.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Jelefy's solution](#)

342.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Jelefy's solution](#)

343.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Jelefy's solution](#)

344.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Jelefy's solution](#)

345.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Jelefy's solution](#)

346.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Jelefy's solution](#)

347.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[Jelefy's solution](#)

348.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Jelefy's solution](#)

349.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[Jelefy's solution](#)

350.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: combinatorics, math

[Jelefy's solution](#)

351.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Jelefy's solution](#)

352.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Jelefy's solution](#)

353.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Jelefy's solution](#)

354.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Jelefy's solution](#)

355.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Jelefy's solution](#)

356.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Jelefy's solution](#)

357.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Jelefy's solution](#)

358.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Jelefy's solution](#)

359.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Jelefy's solution](#)

360.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Jelefy's solution](#)

361.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Jelefy's solution](#)

362.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[Jelefy's solution](#)

363.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Jelefy's solution](#)

364.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Jelefy's solution](#)

365.

1709D

[Rorororobot](#) · [Tutorial](#)

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

[Jelefy's solution](#)

366.

1706D1

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

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

[Jelefy's solution](#)

367.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Jelefy's solution](#)

368.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Jelefy's solution](#)

369.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Jelefy's solution](#)

370.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Jelefy's solution](#)

371.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Jelefy's solution](#)

372.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Jelefy's solution](#)

373.

1677B

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

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

[Jelefy's solution](#)

374.

1670D

[Very Suspicious](#) · [Tutorial](#)

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

[Jelefy's solution](#)

375.

1660F1

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

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

[Jelefy's solution](#)

376.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Jelefy's solution](#)

377.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Jelefy's solution](#)

378.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Jelefy's solution](#)

379.

1608C

[Game Master](#) · [Tutorial](#)

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

[Jelefy's solution](#)

380.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Jelefy's solution](#)

381.

1384C

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

Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Jelefy's solution](#)

382.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[Jelefy's solution](#)

383.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[Jelefy's solution](#)

384.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Jelefy's solution](#)

385.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Jelefy's solution](#)

386.

2079D

[Cute Subsequences](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[Jelefy's solution](#)

387.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Jelefy's solution](#)

388.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Jelefy's solution](#)

389.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Jelefy's solution](#)

390.

1861D

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

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Jelefy's solution](#)

391.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Jelefy's solution](#)

392.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Jelefy's solution](#)

393.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,168 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Jelefy's solution](#)

394.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Jelefy's solution](#)

395.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Jelefy's solution](#)

396.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Jelefy's solution](#)

397.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two

pointers

[Jelefy's solution](#)

398.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Jelefy's solution](#)

399.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Jelefy's solution](#)

400.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Jelefy's solution](#)

401.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Jelefy's solution](#)

402.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Jelefy's solution](#)

403.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Jelefy's solution](#)

404.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Jelefy's solution](#)

405.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Jelefy's solution](#)

406.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Jelefy's solution](#)

407.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Jelefy's solution](#)

408.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Jelefy's solution](#)

409.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Jelefy's solution](#)

410.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Jelefy's solution](#)

411.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[Jelefy's solution](#)

412.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Jelefy's solution](#)

413.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[Jelefy's solution](#)

414.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: dp

[Jelefy's solution](#)

415.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Jelefy's solution](#)

416.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · last AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Jelefy's solution](#)

417.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Jelefy's solution](#)

418.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[Jelefy's solution](#)

419.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Jelefy's solution](#)

420.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2026-03-07 · Kotlin 2.2 (first AC) · Tags: brute force, greedy, implementation, strings

[Jelefy's solution](#)

421.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

422.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Jelefy's solution](#)

423.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Jelefy's solution](#)

424.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Jelefy's solution](#)

425.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Jelefy's solution](#)

426.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Jelefy's solution](#)

427.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Jelefy's solution](#)

428.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Jelefy's solution](#)

429.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Jelefy's solution](#)

430.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Jelefy's solution](#)

431.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Jelefy's solution](#)

432.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Jelefy's solution](#)

433.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Jelefy's solution](#)

434.

1714F

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

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Jelefy's solution](#)

435.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Jelefy's solution](#)

436.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Jelefy's solution](#)

437.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Jelefy's solution](#)

438.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Jelefy's solution](#)

439.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[Jelefy's solution](#)

440.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Jelefy's solution](#)

441.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Jelefy's solution](#)

442.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Jelefy's solution](#)

443.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · last AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Jelefy's solution](#)

444.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Jelefy's solution](#)

445.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Jelefy's solution](#)

446.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Jelefy's solution](#)

447.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Jelefy's solution](#)

448.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Jelefy's solution](#)

449.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[Jelefy's solution](#)

450.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Jelefy's solution](#)

451.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Jelefy's solution](#)

452.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Jelefy's solution](#)

453.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2026-03-06 · Kotlin 2.2 (first AC) · Tags: combinatorics, greedy

[Jelefy's solution](#)

454.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Jelefy's solution](#)

455.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Jelefy's solution](#)

456.

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Jelefy's solution](#)

457.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Jelefy's solution](#)

458.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Jelefy's solution](#)

459.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Jelefy's solution](#)

460.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Jelefy's solution](#)

461.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Jelefy's solution](#)

462.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Jelefy's solution](#)

463.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[Jelefy's solution](#)

464.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Jelefy's solution](#)

465.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Jelefy's solution](#)

466.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Jelefy's solution](#)

467.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Jelefy's solution](#)

468.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 2000 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Jelefy's solution](#)

469.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Jelefy's solution](#)

470.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Jelefy's solution](#)

471.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Jelefy's solution](#)

472.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Jelefy's solution](#)

473.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Jelefy's solution](#)

474.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Jelefy's solution](#)

475.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Jelefy's solution](#)

476.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Jelefy's solution](#)

477.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Jelefy's solution](#)

478.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Jelefy's solution](#)

479.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Jelefy's solution](#)

480.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Jelefy's solution](#)

481.

1294F

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

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Jelefy's solution](#)

482.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Jelefy's solution](#)

483.

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: combinatorics, math

[Jelefy's solution](#)

484.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[Jelefy's solution](#)

485.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[Jelefy's solution](#)

486.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

487.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Jelefy's solution](#)

488.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Jelefy's solution](#)

489.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Jelefy's solution](#)

490.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Jelefy's solution](#)

491.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[Jelefy's solution](#)

492.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Jelefy's solution](#)

493.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Jelefy's solution](#)

494.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Jelefy's solution](#)

495.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Jelefy's solution](#)

496.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Jelefy's solution](#)

497.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Jelefy's solution](#)

498.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Jelefy's solution](#)

499.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Jelefy's solution](#)

500.

1660F2

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

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

[Jelefy's solution](#)

501.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · last AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Jelefy's solution](#)

502.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Jelefy's solution](#)

503.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jelefy's solution](#)

504.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Jelefy's solution](#)

505.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Jelefy's solution](#)

506.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Jelefy's solution](#)

507.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

508.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Jelefy's solution](#)

509.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Jelefy's solution](#)

510.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Jelefy's solution](#)

511.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Jelefy's solution](#)

512.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Jelefy's solution](#)

513.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Jelefy's solution](#)

514.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[Jelefy's solution](#)

515.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Jelefy's solution](#)

516.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Jelefy's solution](#)

517.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Jelefy's solution](#)

518.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Jelevy's solution](#)

519.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Jelevy's solution](#)

520.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Jelevy's solution](#)

521.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Jelevy's solution](#)

522.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Jelevy's solution](#)

523.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Jelevy's solution](#)

524.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: math, number theory

[Jelevy's solution](#)

525.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-28 · last AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Jelevy's solution](#)

526.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Jelevy's solution](#)

527.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelevy's solution](#)

528.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-07 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Jelefy's solution](#)

529.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Jelefy's solution](#)

530.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Jelefy's solution](#)

531.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Jelefy's solution](#)

532.

1861E

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

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

[Jelefy's solution](#)

533.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Jelefy's solution](#)

534.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Jelefy's solution](#)

535.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Jelefy's solution](#)

536.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Jelefy's solution](#)

537.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Jelefy's solution](#)

538.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Jelefy's solution](#)

539.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Jelefy's solution](#)

540.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Jelefy's solution](#)

541.

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Jelefy's solution](#)

542.

1706E

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

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

[Jelefy's solution](#)

543.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Jelefy's solution](#)

544.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Jelefy's solution](#)

545.

1691E

[Number of Groups](#) · [Tutorial](#)

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

[Jelefy's solution](#)

546.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Jelefy's solution](#)

547.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Jelefy's solution](#)

548.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[Jelefy's solution](#)

549.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Jelefy's solution](#)

550.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Jelefy's solution](#)

551.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Jelefy's solution](#)

552.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings

[Jelefy's solution](#)

553.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, trees

[Jelefy's solution](#)

554.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-09 · last AC: 2020-03-09 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[Jelefy's solution](#)

555.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Jelefy's solution](#)

556.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-15 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Jelefy's solution](#)

557.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2019-07-27 · last AC: 2019-07-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Jelefy's solution](#)

558.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: data structures, math

[Jelefy's solution](#)

559.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Jelefy's solution](#)

560.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[Jelefy's solution](#)

561.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

562.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

563.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Jelefy's solution](#)

564.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Jelefy's solution](#)

565.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Jelefy's solution](#)

566.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Jelefy's solution](#)

567.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, math, sortings, two pointers

[Jelefy's solution](#)

568.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Jelefy's solution](#)

569.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Jelefy's solution](#)

570.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Jelefy's solution](#)

571.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Jelefy's solution](#)

572.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Jelefy's solution](#)

573.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Jelefy's solution](#)

574.

1750E

[Bracket Cost](#) · [Tutorial](#)

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

[Jelefy's solution](#)

575.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[Jelefy's solution](#)

576.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Jelefy's solution](#)

577.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Jelefy's solution](#)

578.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Jelefy's solution](#)

579.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Jelefy's solution](#)

580.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Jelefy's solution](#)

581.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Jelefy's solution](#)

582.

1706D2

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

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

[Jelefy's solution](#)

583.

1680D

[Dog Walking](#) · [Tutorial](#)

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

[Jelefy's solution](#)

584.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Jelefy's solution](#)

585.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Jelefy's solution](#)

586.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Jelefy's solution](#)

587.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Jelefy's solution](#)

588.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Jelefy's solution](#)

589.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Jelefy's solution](#)

590.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Jelefy's solution](#)

591.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Jelefy's solution](#)

592.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Jelefy's solution](#)

593.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Jelefy's solution](#)

594.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[Jelefy's solution](#)

595.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[Jelefy's solution](#)

596.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Jelefy's solution](#)

597.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Jelefy's solution](#)

598.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Jelefy's solution](#)

599.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Jelefy's solution](#)

600.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Jelefy's solution](#)

601.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Jelefy's solution](#)

602.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Jelefy's solution](#)

603.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy

[Jelefy's solution](#)

604.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Jelefy's solution](#)

605.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Jelefy's solution](#)

606.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Jelefy's solution](#)

607.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Jelefy's solution](#)

608.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Jelefy's solution](#)

609.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Jelefy's solution](#)

610.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[Jelefy's solution](#)

611.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Jelefy's solution](#)

612.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[Jelefy's solution](#)

613.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[Jelefy's solution](#)

614.

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Jelefy's solution](#)

615.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[Jelefy's solution](#)

616.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Jelefy's solution](#)

617.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Jelefy's solution](#)

618.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Jelefy's solution](#)

619.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Jelefy's solution](#)

620.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[Jelefy's solution](#)

621.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Jelefy's solution](#)

622.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Jelefy's solution](#)

623.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Jelefy's solution](#)

624.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Jelefy's solution](#)

625.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Jelefy's solution](#)

626.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Jelefy's solution](#)

627.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Jelefy's solution](#)

628.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-06-12 · last AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[Jelefy's solution](#)

629.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-07 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Jelefy's solution](#)

630.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Jelefy's solution](#)

631.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: strings

[Jelefy's solution](#)

632.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Jelefy's solution](#)

633.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Jelefy's solution](#)

634.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[Jelefy's solution](#)

635.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · last AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

636.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

637.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

638.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

639.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

640.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

641.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

642.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

643.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

644.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: —

[Jelefy's solution](#)

645.

105182E

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

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Jelefy's solution](#)

646.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

647.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

648.

103990D

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

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

649.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

650.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

651.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: —

[Jelefy's solution](#)

652.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

653.

105383L

[Lexicopolis](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

654.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

655.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

656.

105383E

[Efficient Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

657.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

658.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

659.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

660.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

661.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

662.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

663.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

664.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

665.

103439L

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

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Jelefy's solution](#)

666.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

667.

103439C

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

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

668.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

669.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

670.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

671.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

672.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

673.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

674.

103439N

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

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

675.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

676.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

677.

1046330

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

678.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

679.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

680.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

681.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

682.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

683.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

684.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

685.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

686.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

687.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

688.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

689.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

690.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Jelefy's solution](#)

691.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

692.

104854H

[Homogeneous Mixings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

693.

104854K

[Enough Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

694.

104854E

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

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

695.

104854B

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

Rating: — · first AC: 2024-01-09 · last AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

696.

104854A

[Arthur The Ant](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

697.

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

698.

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

699.

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

700.

104854G

[Guess Gauss](#) · [Tutorial](#)

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701.

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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702.

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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703.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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704.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

705.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

706.

104871G

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

Rating: — · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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707.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

708.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

709.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

710.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

711.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

712.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

713.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

714.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

715.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

716.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

717.

104772D

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

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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718.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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719.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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720.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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721.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

722.

104857C

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

Rating: — · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

723.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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724.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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725.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

726.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

727.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

728.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

729.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

730.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

731.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

732.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

733.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

734.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

735.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

736.

103117G

[Hourly Coding Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

737.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

738.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

739.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

740.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

741.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

742.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

743.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

744.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

745.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

746.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

747.

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Jelefy's solution](#)

748.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jelefy's solution](#)

749.

103055D

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

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jelefy's solution](#)

750.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jelefy's solution](#)

751.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Jelefy's solution](#)

752.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jelefy's solution](#)

753.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Jelefy's solution](#)

754.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Jelefy's solution](#)

755.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Jelefy's solution](#)

756.

103055F

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

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[Jelefy's solution](#)

757.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Jelefy's solution](#)

758.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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759.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Jelefy's solution](#)

760.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Jelefy's solution](#)

761.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

762.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

763.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

764.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

765.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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766.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

767.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Jelefy's solution](#)

768.

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

769.

104207H

[Equidistance](#) · [Tutorial](#)

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

[Jelefy's solution](#)

770.

104207I

[Inkopolis](#) · [Tutorial](#)

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

[Jelefy's solution](#)

771.

104207G

[Alice's Stamps](#) · [Tutorial](#)

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

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772.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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773.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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774.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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775.

104207E

[Evil Forest](#) · [Tutorial](#)

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

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104197C

[Count Hamiltonian Cycles](#) · [Tutorial](#)

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104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

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104197L

[Least Annoying Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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

Rating: — · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

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104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

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104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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783.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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784.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

785.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

786.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

787.

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

788.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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789.

104491H

[Triangular Cactus Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

790.

104196C

[Ball of Whacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

791.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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792.

104377K

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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793.

104397C

[Delivery Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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794.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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795.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

796.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

797.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

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104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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799.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

801.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

802.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

803.

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

804.

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

805.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

806.

104345M

[Window Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

807.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

808.

104345H

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

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

809.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

810.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

811.

104417C

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

812.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

813.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

814.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

815.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

816.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

817.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

818.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

819.

103860C

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

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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820.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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821.

103860J

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Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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822.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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823.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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824.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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825.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

826.

104279J

[epwerid](#)

Rating: — · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: —

[Jelefy's solution](#)

827.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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828.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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829.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

830.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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831.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

832.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

833.

104128C

[Fabulous Fungus Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

834.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

835.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

836.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

837.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

838.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

839.

104128I

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

Rating: — · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

840.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

841.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

842.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

843.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

844.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

845.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

846.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

847.

104077K

[Streets](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

848.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

849.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

850.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

851.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

852.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

853.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

854.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

855.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

856.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

857.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

858.

104114I

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

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

859.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

860.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

861.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

862.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

863.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

864.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

865.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

866.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

867.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

868.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

869.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

870.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

871.

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

872.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

873.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

874.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

875.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

876.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

877.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

878.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

879.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

880.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

881.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

882.

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

883.

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

884.

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

885.

103828D

[Ctrl+A+C+V](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

886.

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

887.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

888.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

889.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

890.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

891.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Jelefy's solution](#)

892.

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

893.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

894.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

895.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

896.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

897.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

898.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

899.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

900.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

901.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

902.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

903.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

904.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

905.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

906.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

907.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

908.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

909.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

910.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

911.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

912.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

913.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

914.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

915.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

916.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

917.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

918.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

919.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

920.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

921.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

922.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

923.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

924.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

925.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

926.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

927.

103427L

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

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

928.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

929.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

930.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Jelefy's solution](#)

931.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

932.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

933.

102471G

[Happiness](#) · [Tutorial](#)

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

[Jelefy's solution](#)

934.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

935.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

936.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Jelefy's solution](#)

937.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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938.

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