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# Unique solved — Joshc

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2133A  
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- 3.**  
1701B  
[Permutation](#) · [Tutorial](#)  
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- 4.**  
1684A  
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1097A  
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2074A  
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1944A  
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- 8.**  
1092B  
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1890B  
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61A

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443A

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**19.**

2044A

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14A

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1619B

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1915C

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2014A

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1850A

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1777A

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1731A

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1699A

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1669A

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1661A

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1627A

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1624A

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1622A

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1616A

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1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[Joshc's solution](#)

**109.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[Joshc's solution](#)

**110.**

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Joshc's solution](#)

**111.**

1003A

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

Quality: 29,986 global accepts · Rating: 800 · first AC: 2021-08-08 · PyPy 3 (first AC) · Tags: implementation

[Joshc's solution](#)

**112.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2021-08-08 · PyPy 3 (first AC) · Tags: implementation, math

[Joshc's solution](#)

**113.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2021-08-08 · PyPy 3 (first AC) · Tags: geometry, math

[Joshc's solution](#)

**114.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2021-08-08 · PyPy 3 (first AC) · Tags: implementation

[Joshc's solution](#)

**115.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2021-08-08 · PyPy 3 (first AC) · Tags: implementation

[Joshc's solution](#)

**116.**

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,617 global accepts · Rating: 800 · first AC: 2021-08-08 · PyPy 3 (first AC) · Tags: math

[Joshc's solution](#)

**117.**

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2021-08-07 · PyPy 3 (first AC) · Tags: math

[Joshc's solution](#)

**118.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2021-08-07 · PyPy 3 (first AC) · Tags: implementation, sortings, strings

[Joshc's solution](#)

**119.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2021-08-07 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

[Joshc's solution](#)

**120.**

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2021-08-07 · PyPy 3 (first AC) · Tags: implementation, math

[Joshc's solution](#)

**121.**

1085A

[Right-Left Cipher](#) · [Tutorial](#)

Quality: 12,697 global accepts · Rating: 800 · first AC: 2021-08-07 · PyPy 3 (first AC) · Tags: implementation, strings

[Joshc's solution](#)

**122.**

935A

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

Quality: 47,238 global accepts · Rating: 800 · first AC: 2021-08-07 · PyPy 3 (first AC) · Tags: brute force, implementation

[Joshc's solution](#)

**123.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

[Joshc's solution](#)

**124.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, greedy

[Joshc's solution](#)

**125.**

1474A

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

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Joshc's solution](#)

**126.**

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · PyPy 3 (first AC) · Tags: greedy, implementation, math, sortings

[Joshc's solution](#)

**127.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: dp, greedy, math

[Joshc's solution](#)

**128.**

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: greedy, math

[Joshc's solution](#)

**129.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · PyPy 3 (first AC) · Tags: math

[Joshc's solution](#)

**130.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Joshc's solution](#)

**131.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[Joshc's solution](#)

**132.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,838 global accepts · Rating: 900 · first AC: 2023-07-21 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, sortings

[Joshc's solution](#)

**133.**

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · PyPy 3 (first AC) · Tags: greedy, sortings

[Joshc's solution](#)

**134.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[Joshc's solution](#)

**135.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · PyPy 3 (first AC) · Tags: brute force, geometry, greedy

[Joshc's solution](#)

**136.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[Joshc's solution](#)

**137.**

1699B

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

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Joshc's solution](#)

**138.**

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Joshc's solution](#)

**139.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-01-10 · PyPy 3 (first AC) · Tags: implementation, math

[Joshc's solution](#)

**140.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Joshc's solution](#)

**141.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[Joshc's solution](#)

**142.**

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: greedy, strings  
[Joshc's solution](#)

**143.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · PyPy 3 (first AC) · Tags: \*special, implementation, interactive  
[Joshc's solution](#)

**144.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math  
[Joshc's solution](#)

**145.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
[Joshc's solution](#)

**146.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2025-03-20 · Python 3 (first AC) · Tags: brute force, implementation  
[Joshc's solution](#)

**147.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1000 · first AC: 2024-10-01 · Java 21 (first AC) · Tags: math, sortings  
[Joshc's solution](#)

**148.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,303 global accepts · Rating: 1000 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: math  
[Joshc's solution](#)

**149.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: greedy  
[Joshc's solution](#)

**150.**

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings  
[Joshc's solution](#)

**151.**

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, implementation, sortings  
[Joshc's solution](#)

**152.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[Joshc's solution](#)

**153.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · PyPy 3 (first AC) · Tags: greedy

[Joshc's solution](#)

**154.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-06 · PyPy 3 (first AC) · Tags: combinatorics, math, two pointers

[Joshc's solution](#)

**155.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Joshc's solution](#)

**156.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · PyPy 3 (first AC) · Tags: implementation, math

[Joshc's solution](#)

**157.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Joshc's solution](#)

**158.**

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Joshc's solution](#)

**159.**

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3 (first AC) · Tags: greedy, strings

[Joshc's solution](#)

**160.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-02-03 · PyPy 3 (first AC) · Tags: brute force, greedy, strings

[Joshc's solution](#)

**161.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Joshc's solution](#)

**162.**

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Joshc's solution](#)

**163.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-19 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[Joshc's solution](#)

**164.**

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · PyPy 3 (first AC) · Tags: brute force, math, sortings

[Joshc's solution](#)

**165.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-28 · last AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings

[Joshc's solution](#)

**166.**

1620B

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

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2021-12-18 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[Joshc's solution](#)

**167.**

1614B

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

Quality: 29,044 global accepts · Rating: 1000 · first AC: 2021-11-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[Joshc's solution](#)

**168.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Joshc's solution](#)

**169.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: math, number theory

[Joshc's solution](#)

**170.**

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Joshc's solution](#)

**171.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · PyPy 3 (first AC) · Tags: brute force, math, number theory, strings

[Joshc's solution](#)

**172.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Joshc's solution](#)

**173.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[Joshc's solution](#)

**174.**

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2024-10-04 · PyPy 3-64 (first AC) · Tags: math, number theory  
[Joshc's solution](#)

**175.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: sortings, strings  
[Joshc's solution](#)

**176.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1100 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: implementation  
[Joshc's solution](#)

**177.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math  
[Joshc's solution](#)

**178.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math  
[Joshc's solution](#)

**179.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[Joshc's solution](#)

**180.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings  
[Joshc's solution](#)

**181.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[Joshc's solution](#)

**182.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, math  
[Joshc's solution](#)

**183.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, math  
[Joshc's solution](#)

**184.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Joshc's solution](#)

**185.**

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Joshc's solution](#)

**186.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Joshc's solution](#)

**187.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Joshc's solution](#)

**188.**

1800C2

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

Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Joshc's solution](#)

**189.**

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Joshc's solution](#)

**190.**

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · PyPy 3 (first AC) · Tags: greedy, sortings

[Joshc's solution](#)

**191.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[Joshc's solution](#)

**192.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Joshc's solution](#)

**193.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · PyPy 3 (first AC) · Tags: greedy, math

[Joshc's solution](#)

**194.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[Joshc's solution](#)

**195.**

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Joshc's solution](#)

**196.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · PyPy 3 (first AC) · Tags: brute force, implementation

[Joshc's solution](#)

**197.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Joshc's solution](#)

**198.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Joshc's solution](#)

**199.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · PyPy 3 (first AC) · Tags: implementation

[Joshc's solution](#)

**200.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Joshc's solution](#)

**201.**

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Joshc's solution](#)

**202.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Joshc's solution](#)

**203.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Joshc's solution](#)

**204.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · PyPy 3-64 (first AC) · Tags: math

[Joshc's solution](#)

**205.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Joshc's solution](#)

**206.**

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[Joshc's solution](#)

**207.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: dp, graphs

[Joshc's solution](#)

**208.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Joshc's solution](#)

**209.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: dp, greedy

[Joshc's solution](#)

**210.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Joshc's solution](#)

**211.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Joshc's solution](#)

**212.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · PyPy 3-64 (first AC) · Tags: binary search, geometry, math

[Joshc's solution](#)

**213.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1200 · first AC: 2023-09-07 · PyPy 3 (first AC) · Tags: math

[Joshc's solution](#)

**214.**

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Joshc's solution](#)

**215.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Joshc's solution](#)

**216.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · PyPy 3 (first AC) · Tags: greedy, math

[Joshc's solution](#)

**217.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[Joshc's solution](#)

**218.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · PyPy 3 (first AC) · Tags: implementation

[Joshc's solution](#)

**219.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-14 · PyPy 3 (first AC) · Tags: binary search, implementation, two pointers

[Joshc's solution](#)

**220.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-24 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Joshc's solution](#)

**221.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · PyPy 3 (first AC) · Tags: dfs and similar, implementation

[Joshc's solution](#)

**222.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[Joshc's solution](#)

**223.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · PyPy 3 (first AC) · Tags: brute force, greedy, sortings

[Joshc's solution](#)

**224.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · PyPy 3-64 (first AC) · Tags: implementation

[Joshc's solution](#)

**225.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[Joshc's solution](#)

**226.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2021-09-18 · last AC: 2021-09-18 · PyPy 3 (first AC) · Tags: implementation, trees

[Joshc's solution](#)

**227.**

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: games, greedy, implementation

[Joshc's solution](#)

**228.**

1133B

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

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: math, number theory

[Joshc's solution](#)

**229.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: greedy, sortings

[Joshc's solution](#)

**230.**

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, strings

[Joshc's solution](#)

**231.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: dp, games, greedy, sortings

[Joshc's solution](#)

**232.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Joshc's solution](#)

**233.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Joshc's solution](#)

**234.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Joshc's solution](#)

**235.**

1881D

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

Quality: 28,446 global accepts · Rating: 1300 · first AC: 2023-10-12 · PyPy 3 (first AC) · Tags: math, number theory

[Joshc's solution](#)

**236.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy

[Joshc's solution](#)

**237.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · PyPy 3 (first AC) · Tags: implementation, math

[Joshc's solution](#)

**238.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Joshc's solution](#)

**239.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[Joshc's solution](#)

**240.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · PyPy 3-64 (first AC) · Tags: binary search, implementation, interactive

[Joshc's solution](#)

**241.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Joshc's solution](#)

**242.**

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-12-03 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[Joshc's solution](#)

**243.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Joshc's solution](#)

**244.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,153 global accepts · Rating: 1300 · first AC: 2022-06-14 · PyPy 3 (first AC) · Tags: brute force, math

[Joshc's solution](#)

**245.**

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Joshc's solution](#)

**246.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Joshc's solution](#)

**247.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,123 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Joshc's solution](#)

**248.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Joshc's solution](#)

**249.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Joshc's solution](#)

**250.**

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

[Joshc's solution](#)

**251.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Joshc's solution](#)

**252.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-22 · PyPy 3-64 (first AC) · Tags: binary search, math

[Joshc's solution](#)

**253.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[Joshc's solution](#)

**254.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: implementation

[Joshc's solution](#)

**255.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2021-10-30 · PyPy 3-64 (first AC) · Tags: math

[Joshc's solution](#)

**256.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[Joshc's solution](#)

**257.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings

[Joshc's solution](#)

**258.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[Joshc's solution](#)

**259.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[Joshc's solution](#)

**260.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Joshc's solution](#)

**261.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Joshc's solution](#)

**262.**

1840D

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

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings

[Joshc's solution](#)

**263.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[Joshc's solution](#)

**264.**

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Joshc's solution](#)

**265.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms

[Joshc's solution](#)

**266.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2022-06-17 · PyPy 3-64 (first AC) · Tags: implementation

[Joshc's solution](#)

**267.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · PyPy 3 (first AC) · Tags: data structures, dp, sortings, two pointers

[Joshc's solution](#)

**268.**

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Joshc's solution](#)

**269.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[Joshc's solution](#)

**270.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Joshc's solution](#)

**271.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Joshc's solution](#)

**272.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2021-11-21 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation

[Joshc's solution](#)

**273.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2021-11-21 · PyPy 3-64 (first AC) · Tags: brute force, hashing, implementation, math, strings

[Joshc's solution](#)

**274.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu

[Joshc's solution](#)

**275.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: binary search, math

[Joshc's solution](#)

**276.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Joshc's solution](#)

**277.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,461 global accepts · Rating: 1400 · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Joshc's solution](#)

**278.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: brute force, data structures, geometry,

implementation, math

[Joshc's solution](#)

**279.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · PyPy 3 (first AC) · Tags: \*special, implementation

[Joshc's solution](#)

**280.**

2008E

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

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Joshc's solution](#)

**281.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Joshc's solution](#)

**282.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Joshc's solution](#)

**283.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · PyPy 3 (first AC) · Tags: brute force, greedy

[Joshc's solution](#)

**284.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Joshc's solution](#)

**285.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Joshc's solution](#)

**286.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Joshc's solution](#)

**287.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · PyPy 3 (first AC) · Tags: binary search, dp, math, number theory

[Joshc's solution](#)

**288.**

1800E2

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

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Joshc's solution](#)

**289.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[Joshc's solution](#)

**290.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Joshc's solution](#)

**291.**

1676H2

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

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Joshc's solution](#)

**292.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Joshc's solution](#)

**293.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Joshc's solution](#)

**294.**

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Joshc's solution](#)

**295.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Joshc's solution](#)

**296.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Joshc's solution](#)

**297.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, math

[Joshc's solution](#)

**298.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: data structures, dp, hashing, number theory  
[Joshc's solution](#)

**299.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
[Joshc's solution](#)

**300.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[Joshc's solution](#)

**301.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[Joshc's solution](#)

**302.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[Joshc's solution](#)

**303.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings  
[Joshc's solution](#)

**304.**

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation  
[Joshc's solution](#)

**305.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths  
[Joshc's solution](#)

**306.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math  
[Joshc's solution](#)

**307.**

1811D

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

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math  
[Joshc's solution](#)

**308.**

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Joshc's solution](#)

**309.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Joshc's solution](#)

**310.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Joshc's solution](#)

**311.**

1702E

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

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Joshc's solution](#)

**312.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Joshc's solution](#)

**313.**

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2022-02-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Joshc's solution](#)

**314.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Joshc's solution](#)

**315.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Joshc's solution](#)

**316.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Joshc's solution](#)

**317.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Joshc's solution](#)

**318.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings

[Joshc's solution](#)

**319.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2021-11-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Joshc's solution](#)

**320.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Joshc's solution](#)

**321.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[Joshc's solution](#)

**322.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Joshc's solution](#)

**323.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: math

[Joshc's solution](#)

**324.**

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: binary search, greedy, number theory

[Joshc's solution](#)

**325.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: hashing, strings

[Joshc's solution](#)

**326.**

1165D

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

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Joshc's solution](#)

**327.**

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Joshc's solution](#)

**328.**

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: hashing, implementation, math

[Joshc's solution](#)

**329.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: greedy, math

[Joshc's solution](#)

**330.**

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-08-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, number theory

[Joshc's solution](#)

**331.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Joshc's solution](#)

**332.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Joshc's solution](#)

**333.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Joshc's solution](#)

**334.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Joshc's solution](#)

**335.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Joshc's solution](#)

**336.**

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Joshc's solution](#)

**337.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Joshc's solution](#)

**338.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Joshc's solution](#)

**339.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Joshc's solution](#)

**340.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[Joshc's solution](#)

**341.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[Joshc's solution](#)

**342.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation  
[Joshc's solution](#)

**343.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings  
[Joshc's solution](#)

**344.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers  
[Joshc's solution](#)

**345.**

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[Joshc's solution](#)

**346.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory  
[Joshc's solution](#)

**347.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory  
[Joshc's solution](#)

**348.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[Joshc's solution](#)

**349.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math  
[Joshc's solution](#)

**350.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Joshc's solution](#)

**351.**

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Joshc's solution](#)

**352.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Joshc's solution](#)

**353.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Joshc's solution](#)

**354.**

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Joshc's solution](#)

**355.**

1111B

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

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2021-08-20 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Joshc's solution](#)

**356.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Joshc's solution](#)

**357.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Joshc's solution](#)

**358.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[Joshc's solution](#)

**359.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[Joshc's solution](#)

**360.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Joshc's solution](#)

**361.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Joshc's solution](#)

**362.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[Joshc's solution](#)

**363.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Joshc's solution](#)

**364.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Joshc's solution](#)

**365.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Joshc's solution](#)

**366.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Joshc's solution](#)

**367.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · PyPy 3 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Joshc's solution](#)

**368.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2022-01-06 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Joshc's solution](#)

**369.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Joshc's solution](#)

**370.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Joshc's solution](#)

**371.**

1617D1

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

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[Joshc's solution](#)

**372.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Joshc's solution](#)

**373.**

1290B

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

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2021-11-24 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Joshc's solution](#)

**374.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Joshc's solution](#)

**375.**

1443D

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

Rating: 1800 · first AC: 2021-11-05 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[Joshc's solution](#)

**376.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Joshc's solution](#)

**377.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Joshc's solution](#)

**378.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: number theory

[Joshc's solution](#)

**379.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Joshc's solution](#)

**380.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Joshc's solution](#)

**381.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · PyPy 3 (first AC) · Tags: \*special, greedy, implementation, shortest paths

[Joshc's solution](#)

**382.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Joshc's solution](#)

**383.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Joshc's solution](#)

**384.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Joshc's solution](#)

**385.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Joshc's solution](#)

**386.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Joshc's solution](#)

**387.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Joshc's solution](#)

**388.**

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

[Joshc's solution](#)

**389.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2023-09-13 · last AC: 2023-09-13 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Joshc's solution](#)

**390.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2023-06-09 · PyPy 3 (first AC) · Tags: combinatorics, dp

[Joshc's solution](#)

**391.**

1800F

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

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Joshc's solution](#)

**392.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Joshc's solution](#)

**393.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Joshc's solution](#)

**394.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Joshc's solution](#)

**395.**

1611E2

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

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Joshc's solution](#)

**396.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2021-11-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Joshc's solution](#)

**397.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees

[Joshc's solution](#)

**398.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2021-09-10 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Joshc's solution](#)

**399.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Joshc's solution](#)

**400.**

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Joshc's solution](#)

**401.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Joshc's solution](#)

**402.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Joshc's solution](#)

**403.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Joshc's solution](#)

**404.**

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Joshc's solution](#)

**405.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Joshc's solution](#)

**406.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Joshc's solution](#)

**407.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Joshc's solution](#)

**408.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Joshc's solution](#)

**409.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Joshc's solution](#)

**410.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Joshc's solution](#)

**411.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Joshc's solution](#)

**412.**

844D

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

Rating: 2000 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[Joshc's solution](#)

**413.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive

[Joshc's solution](#)

**414.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Joshc's solution](#)

**415.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Joshc's solution](#)

**416.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Joshc's solution](#)

**417.**

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Joshc's solution](#)

**418.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Joshc's solution](#)

**419.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Joshc's solution](#)

**420.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Joshc's solution](#)

**421.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Joshc's solution](#)

**422.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory

[Joshc's solution](#)

**423.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Joshc's solution](#)

**424.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Joshc's solution](#)

**425.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Joshc's solution](#)

**426.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2021-08-20 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Joshc's solution](#)

**427.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Joshc's solution](#)

**428.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Joshc's solution](#)

**429.**

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Joshc's solution](#)

**430.**

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2021-05-29 · PyPy 3 (first AC) · Tags: binary search, divide and conquer, interactive

[Joshc's solution](#)

**431.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Joshc's solution](#)

**432.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Joshc's solution](#)

**433.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[Joshc's solution](#)

**434.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Joshc's solution](#)

**435.**

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Joshc's solution](#)

**436.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Joshc's solution](#)

**437.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Joshc's solution](#)

**438.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Joshc's solution](#)

**439.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2021-09-10 · PyPy 3 (first AC) · Tags: brute force, greedy

[Joshc's solution](#)

**440.**

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: data structures, greedy, math, strings

[Joshc's solution](#)

**441.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Joshc's solution](#)

**442.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation

[Joshc's solution](#)

**443.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Joshc's solution](#)

**444.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Joshc's solution](#)

**445.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Joshc's solution](#)

**446.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Joshc's solution](#)

**447.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[Joshc's solution](#)

**448.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Joshc's solution](#)

**449.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Joshc's solution](#)

**450.**

1407D

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

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Joshc's solution](#)

**451.**

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Joshc's solution](#)

**452.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Joshc's solution](#)

**453.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[Joshc's solution](#)

**454.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Joshc's solution](#)

**455.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Joshc's solution](#)

**456.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Joshc's solution](#)

**457.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Joshc's solution](#)

**458.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Joshc's solution](#)

**459.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Joshc's solution](#)

**460.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Joshc's solution](#)

**461.**

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Joshc's solution](#)

**462.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Joshc's solution](#)

**463.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Joshc's solution](#)

**464.**

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Joshc's solution](#)

**465.**

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Joshc's solution](#)

**466.**

1886E

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

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Joshc's solution](#)

**467.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Joshc's solution](#)

**468.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Joshc's solution](#)

**469.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Joshc's solution](#)

**470.**

1617D2

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

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Joshc's solution](#)

**471.**

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-11-19 · last AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Joshc's solution](#)

**472.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: dp

[Joshc's solution](#)

**473.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Joshc's solution](#)

**474.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Joshc's solution](#)

**475.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Joshc's solution](#)

**476.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Joshc's solution](#)

**477.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Joshc's solution](#)

**478.**

2063F2

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

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Joshc's solution](#)

**479.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Joshc's solution](#)

**480.**

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Joshc's solution](#)

**481.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[Joshc's solution](#)

**482.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special

[Joshc's solution](#)

**483.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, bitmasks

[Joshc's solution](#)

**484.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, shortest paths

[Joshc's solution](#)

**485.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[Joshc's solution](#)

**486.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, graph matchings, implementation

[Joshc's solution](#)

**487.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, games, interactive

[Joshc's solution](#)

**488.**

104468L

[Khaled-utiful Vertices](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joshc's solution](#)

**489.**

105192A

[Jellyfish Can't Swim in the Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**490.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, games, interactive

[Joshc's solution](#)

**491.**

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: \*special, geometry

[Joshc's solution](#)

**492.**

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures

[Joshc's solution](#)

**493.**

105245G

[Multiple Game · Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joshc's solution](#)

**494.**

105245E

[XOR Priority · Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joshc's solution](#)

**495.**

105245D

[Permutational Mex · Tutorial](#)

Rating: — · first AC: 2024-07-01 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**496.**

105245C

[Super Pair · Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joshc's solution](#)

**497.**

105245B

[Circular Cone · Tutorial](#)

Rating: — · first AC: 2024-07-01 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**498.**

105245A

[King Supremacy · Tutorial](#)

Rating: — · first AC: 2024-07-01 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**499.**

1952J

[Help, what does it mean to be "Based" · Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Joshc's solution](#)

**500.**

1952B

[Is it stated? · Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, strings

[Joshc's solution](#)

**501.**

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, strings

[Joshc's solution](#)

**502.**

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joshc's solution](#)

**503.**

104855F

[Regular Covering](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joshc's solution](#)

**504.**

104855E

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

Rating: — · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joshc's solution](#)

**505.**

104855D

[Colorful Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joshc's solution](#)

**506.**

104855C

[Hungry Shark](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joshc's solution](#)

**507.**

104855B

[Yugandhar's Letter for Diya](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**508.**

104855A

[GCD,LCM and AVG](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**509.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, expression parsing, strings

[Joshc's solution](#)

**510.**

104264G

[Simple](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**511.**

104264H

[Best](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**512.**

104264F

[Online](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**513.**

104264E

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**514.**

104264D

[TheFool](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · PyPy 3-64 (first AC) · Tags: —

[Joshc's solution](#)

**515.**

104264C

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