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Unique solved — JovanB

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

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Filters: none

Count: 1,700

1.

2034A

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2.

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3.

1916A

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4.

1909A

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5.

1912L

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6.

1896A

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7.

1898A

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8.

1883A

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9.

1886A

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10.

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11.

1866A

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12.

1776A

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1857A

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1856A

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15.

1849A

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16.

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19.

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20.

1807A

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1806A

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22.

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23.

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1796A

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26.

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27.

1789A

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28.

1795A

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1793A

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30.

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31.

1571A

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32.

1786A2

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33.

1786A1

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34.

1780A

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35.

1791C

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36.

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37.

1791A

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38.

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1787A

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1783A

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1731A

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42.

1774A

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43.

1773F

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44.

1764A

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45.

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1748A

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47.

1750B

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48.

1750A

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49.

1747A

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50.

1516A

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51.

1740B

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52.

1740A

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53.

1536A

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54.

1704A

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55.

1696A

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56.

1665A

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57.

1656A

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58.

1654A

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59.

1638A

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60.

1637A

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61.

1634A

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62.

1631A

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63.

1633B

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64.

1633A

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1626A

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1621A

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68.

1591A

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69.

1612A

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70.

1605A

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71.

1582A

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72.

1586A

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73.

1566A

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74.

1556A

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75.

1554A

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1553A

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77.

1530B

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78.

1530A

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79.

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81.

1539B

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82.

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84.

1514A

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85.

1538B

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86.

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88.

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89.

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90.

1526A

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91.

1515A

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92.

1497A

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93.

1473A

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94.

1468E

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95.

1228A

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96.

1220A

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97.

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98.

1178A

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99.

734B

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100.

734A

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101.

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102.

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103.

1091A

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[JovanB's solution](#)

104.

1075A

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105.

1043A

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106.

1054A

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107.

1038A

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108.

1006A

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109.

1009A

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110.

1003A

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111.

996A

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112.

992A

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113.

977A

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114.

965A

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115.

964A

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116.

959A

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Quality: 55,666 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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117.

952A

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Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[JovanB's solution](#)

118.

954A

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[JovanB's solution](#)

119.

931A

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Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[JovanB's solution](#)

120.

937A

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Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[JovanB's solution](#)

121.

939A

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Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

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122.

932A

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123.

919A

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

[JovanB's solution](#)

124.

918A

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Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

125.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,775 global accepts · Rating: 800 · first AC: 2017-11-16 · last AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[JovanB's solution](#)

126.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

127.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

128.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

129.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

130.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

131.

723A

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

Quality: 100,710 global accepts · Rating: 800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[JovanB's solution](#)

132.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

133.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[JovanB's solution](#)

134.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

135.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,670 global accepts · Rating: 800 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

136.

214A

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Quality: 42,916 global accepts · Rating: 800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[JovanB's solution](#)

137.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2017-11-22 · last AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[JovanB's solution](#)

138.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

139.

908A

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

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

[JovanB's solution](#)

140.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

141.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

142.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

143.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

144.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

145.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

146.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

147.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,134 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

148.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

149.

899A

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

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[JovanB's solution](#)

150.

898A

[Rounding](#) · [Tutorial](#)

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

[JovanB's solution](#)

151.

900A

[Find Extra One](#) · [Tutorial](#)

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

[JovanB's solution](#)

152.

630A

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Quality: 93,506 global accepts · Rating: 800 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[JovanB's solution](#)

153.

148A

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Quality: 112,390 global accepts · Rating: 800 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[JovanB's solution](#)

154.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

155.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[JovanB's solution](#)

156.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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157.

822A

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Quality: 36,807 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[JovanB's solution](#)

158.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,073 global accepts · Rating: 800 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[JovanB's solution](#)

159.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[JovanB's solution](#)

160.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,206 global accepts · Rating: 800 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

161.

467A

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Quality: 155,926 global accepts · Rating: 800 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

162.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,487 global accepts · Rating: 800 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

163.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,195 global accepts · Rating: 800 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[JovanB's solution](#)

164.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

165.

116A

[Tram](#) · [Tutorial](#)

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[JovanB's solution](#)

166.

854A

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Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

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167.

112A

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168.

282A

[Bit++](#) · [Tutorial](#)

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[JovanB's solution](#)

169.

707A

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[JovanB's solution](#)

170.

339A

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Quality: 275,328 global accepts · Rating: 800 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[JovanB's solution](#)

171.

266A

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Quality: 244,542 global accepts · Rating: 800 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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172.

231A

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[JovanB's solution](#)

173.

50A

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Quality: 318,690 global accepts · Rating: 800 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[JovanB's solution](#)

174.

281A

[Word Capitalization](#) · [Tutorial](#)

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[JovanB's solution](#)

175.

469A

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Quality: 121,193 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[JovanB's solution](#)

176.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[JovanB's solution](#)

177.

71A

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Quality: 503,223 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

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178.

894A

[QAO](#) · [Tutorial](#)

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179.

472A

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[JovanB's solution](#)

180.

867A

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[JovanB's solution](#)

181.

888A

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Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

182.

884A

[Book Reading](#) · [Tutorial](#)

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183.

851A

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Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

184.

1972B

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Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: games

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185.

1666D

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Quality: 20,104 global accepts · Rating: 900 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[JovanB's solution](#)

186.

1904A

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[JovanB's solution](#)

187.

1896B

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[JovanB's solution](#)

188.

1888A

[Chemistry](#) · [Tutorial](#)

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[JovanB's solution](#)

189.

1807D

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Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[JovanB's solution](#)

190.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,864 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[JovanB's solution](#)

191.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[JovanB's solution](#)

192.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[JovanB's solution](#)

193.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[JovanB's solution](#)

194.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[JovanB's solution](#)

195.

1696B

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

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[JovanB's solution](#)

196.

1665B

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

Quality: 32,893 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[JovanB's solution](#)

197.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[JovanB's solution](#)

198.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[JovanB's solution](#)

199.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[JovanB's solution](#)

200.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[JovanB's solution](#)

201.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,215 global accepts · Rating: 900 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[JovanB's solution](#)

202.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[JovanB's solution](#)

203.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[JovanB's solution](#)

204.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-06-27 · Kotlin 1.4 (first AC) · Tags: *special, math

[JovanB's solution](#)

205.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[JovanB's solution](#)

206.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[JovanB's solution](#)

207.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[JovanB's solution](#)

208.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[JovanB's solution](#)

209.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[JovanB's solution](#)

210.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[JovanB's solution](#)

211.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[JovanB's solution](#)

212.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,748 global accepts · Rating: 900 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[JovanB's solution](#)

213.

1016A

[Death Note](#) · [Tutorial](#)

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

214.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[JovanB's solution](#)

215.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[JovanB's solution](#)

216.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

217.

989A

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

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

[JovanB's solution](#)

218.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

219.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

220.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

221.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,037 global accepts · Rating: 900 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[JovanB's solution](#)

222.

914A

[Perfect Squares](#) · [Tutorial](#)

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

[JovanB's solution](#)

223.

915A

[Garden](#) · [Tutorial](#)

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

[JovanB's solution](#)

224.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · last AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

225.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

226.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

227.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[JovanB's solution](#)

228.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,490 global accepts · Rating: 900 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, strings

[JovanB's solution](#)

229.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

230.

115A

[Party](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 900 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[JovanB's solution](#)

231.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: strings

[JovanB's solution](#)

232.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

233.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,388 global accepts · Rating: 900 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[JovanB's solution](#)

234.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 900 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

235.

903A

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

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

[JovanB's solution](#)

236.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

237.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,683 global accepts · Rating: 900 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[JovanB's solution](#)

238.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[JovanB's solution](#)

239.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

240.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

241.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

242.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

243.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[JovanB's solution](#)

244.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[JovanB's solution](#)

245.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

246.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

247.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

248.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[JovanB's solution](#)

249.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[JovanB's solution](#)

250.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[JovanB's solution](#)

251.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[JovanB's solution](#)

252.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

253.

1804B

[Vaccination](#) · [Tutorial](#)

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

[JovanB's solution](#)

254.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

255.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

256.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,264 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[JovanB's solution](#)

257.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[JovanB's solution](#)

258.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[JovanB's solution](#)

259.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[JovanB's solution](#)

260.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 global accepts · Rating: 1000 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[JovanB's solution](#)

261.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[JovanB's solution](#)

262.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[JovanB's solution](#)

263.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[JovanB's solution](#)

264.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

265.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

266.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[JovanB's solution](#)

267.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[JovanB's solution](#)

268.

1521A

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

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[JovanB's solution](#)

269.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[JovanB's solution](#)

270.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory,

strings

[JovanB's solution](#)

271.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[JovanB's solution](#)

272.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[JovanB's solution](#)

273.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[JovanB's solution](#)

274.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JovanB's solution](#)

275.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[JovanB's solution](#)

276.

1059A

[Cashier](#) · [Tutorial](#)

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

[JovanB's solution](#)

277.

1051B

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

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

[JovanB's solution](#)

278.

1036A

[Function Height](#) · [Tutorial](#)

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

[JovanB's solution](#)

279.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JovanB's solution](#)

280.

1008B

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

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

[JovanB's solution](#)

281.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[JovanB's solution](#)

282.

991A

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

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

[JovanB's solution](#)

283.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

284.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

285.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2018-02-09 · last AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[JovanB's solution](#)

286.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

287.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

288.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[JovanB's solution](#)

289.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[JovanB's solution](#)

290.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[JovanB's solution](#)

291.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

292.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[JovanB's solution](#)

293.

577A

[Multiplication Table](#) · [Tutorial](#)

Quality: 45,283 global accepts · Rating: 1000 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[JovanB's solution](#)

294.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

295.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

296.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[JovanB's solution](#)

297.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[JovanB's solution](#)

298.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

299.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,981 global accepts · Rating: 1000 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[JovanB's solution](#)

300.

732B

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

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[JovanB's solution](#)

301.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[JovanB's solution](#)

302.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[JovanB's solution](#)

303.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[JovanB's solution](#)

304.

893B

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

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

[JovanB's solution](#)

305.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

306.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[JovanB's solution](#)

307.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[JovanB's solution](#)

308.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

309.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

310.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

311.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[JovanB's solution](#)

312.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[JovanB's solution](#)

313.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[JovanB's solution](#)

314.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[JovanB's solution](#)

315.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

316.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[JovanB's solution](#)

317.

1070K

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Quality: 5,378 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[JovanB's solution](#)

318.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[JovanB's solution](#)

319.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[JovanB's solution](#)

320.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

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321.

1807G2

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

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[JovanB's solution](#)

322.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[JovanB's solution](#)

323.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[JovanB's solution](#)

324.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

325.

1791E

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Quality: 41,282 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[JovanB's solution](#)

326.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[JovanB's solution](#)

327.

1783B

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Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[JovanB's solution](#)

328.

1726B

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Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[JovanB's solution](#)

329.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[JovanB's solution](#)

330.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[JovanB's solution](#)

331.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[JovanB's solution](#)

332.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[JovanB's solution](#)

333.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[JovanB's solution](#)

334.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[JovanB's solution](#)

335.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[JovanB's solution](#)

336.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

337.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[JovanB's solution](#)

338.

1038B

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

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

[JovanB's solution](#)

339.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[JovanB's solution](#)

340.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

341.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

342.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

343.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[JovanB's solution](#)

344.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

345.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[JovanB's solution](#)

346.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[JovanB's solution](#)

347.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[JovanB's solution](#)

348.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

349.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[JovanB's solution](#)

350.

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[JovanB's solution](#)

351.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[JovanB's solution](#)

352.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

353.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[JovanB's solution](#)

354.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, implementation

[JovanB's solution](#)

355.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[JovanB's solution](#)

356.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,068 global accepts · Rating: 1100 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[JovanB's solution](#)

357.

869A

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

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

358.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[JovanB's solution](#)

359.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[JovanB's solution](#)

360.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[JovanB's solution](#)

361.

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

362.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[JovanB's solution](#)

363.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[JovanB's solution](#)

364.

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

365.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[JovanB's solution](#)

366.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, sortings

[JovanB's solution](#)

367.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[JovanB's solution](#)

368.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[JovanB's solution](#)

369.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[JovanB's solution](#)

370.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[JovanB's solution](#)

371.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[JovanB's solution](#)

372.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[JovanB's solution](#)

373.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[JovanB's solution](#)

374.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[JovanB's solution](#)

375.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[JovanB's solution](#)

376.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[JovanB's solution](#)

377.

1530C

[Pursuit](#) · [Tutorial](#)

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

[JovanB's solution](#)

378.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[JovanB's solution](#)

379.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[JovanB's solution](#)

380.

1536B

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

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

[JovanB's solution](#)

381.

1527B1

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

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[JovanB's solution](#)

382.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[JovanB's solution](#)

383.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[JovanB's solution](#)

384.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JovanB's solution](#)

385.

1207B

[Square Filling](#) · [Tutorial](#)

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

[JovanB's solution](#)

386.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[JovanB's solution](#)

387.

1184A1

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

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

388.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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389.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[JovanB's solution](#)

390.

1091B

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

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

391.

1075B

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

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

392.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
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393.

854B

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Quality: 8,582 global accepts · Rating: 1200 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[JovanB's solution](#)

394.

1006C

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Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[JovanB's solution](#)

395.

1006B

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

396.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
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397.

989B

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

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

[JovanB's solution](#)

398.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

399.

708A

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Quality: 9,800 global accepts · Rating: 1200 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[JovanB's solution](#)

400.

982A

[Row](#) · [Tutorial](#)

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

[JovanB's solution](#)

401.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[JovanB's solution](#)

402.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JovanB's solution](#)

403.

961B

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Quality: 26,344 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[JovanB's solution](#)

404.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[JovanB's solution](#)

405.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[JovanB's solution](#)

406.

931B

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Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[JovanB's solution](#)

407.

920B

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Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

408.

914B

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Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[JovanB's solution](#)

409.

913B

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Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[JovanB's solution](#)

410.

340A

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Quality: 8,339 global accepts · Rating: 1200 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math
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411.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[JovanB's solution](#)

412.

59B

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Quality: 7,952 global accepts · Rating: 1200 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[JovanB's solution](#)

413.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[JovanB's solution](#)

414.

208D

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

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[JovanB's solution](#)

415.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[JovanB's solution](#)

416.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[JovanB's solution](#)

417.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[JovanB's solution](#)

418.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[JovanB's solution](#)

419.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,334 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[JovanB's solution](#)

420.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math

[JovanB's solution](#)

421.

908B

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

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

[JovanB's solution](#)

422.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[JovanB's solution](#)

423.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[JovanB's solution](#)

424.

902B

[Coloring a Tree](#) · [Tutorial](#)

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

[JovanB's solution](#)

425.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[JovanB's solution](#)

426.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

427.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[JovanB's solution](#)

428.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[JovanB's solution](#)

429.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

430.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[JovanB's solution](#)

431.

433B

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

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[JovanB's solution](#)

432.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[JovanB's solution](#)

433.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

434.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,901 global accepts · Rating: 1200 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[JovanB's solution](#)

435.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

436.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[JovanB's solution](#)

437.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[JovanB's solution](#)

438.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[JovanB's solution](#)

439.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JovanB's solution](#)

440.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[JovanB's solution](#)

441.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[JovanB's solution](#)

442.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[JovanB's solution](#)

443.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[JovanB's solution](#)

444.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[JovanB's solution](#)

445.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[JovanB's solution](#)

446.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[JovanB's solution](#)

447.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[JovanB's solution](#)

448.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[JovanB's solution](#)

449.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[JovanB's solution](#)

450.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[JovanB's solution](#)

451.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[JovanB's solution](#)

452.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[JovanB's solution](#)

453.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[JovanB's solution](#)

454.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[JovanB's solution](#)

455.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[JovanB's solution](#)

456.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

457.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[JovanB's solution](#)

458.

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[JovanB's solution](#)

459.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[JovanB's solution](#)

460.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[JovanB's solution](#)

461.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[JovanB's solution](#)

462.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[JovanB's solution](#)

463.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[JovanB's solution](#)

464.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[JovanB's solution](#)

465.

1178C

[Tiles](#) · [Tutorial](#)

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

466.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[JovanB's solution](#)

467.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, number theory
[JovanB's solution](#)

468.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[JovanB's solution](#)

469.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation
[JovanB's solution](#)

470.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,811 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[JovanB's solution](#)

471.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[JovanB's solution](#)

472.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

473.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[JovanB's solution](#)

474.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[JovanB's solution](#)

475.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[JovanB's solution](#)

476.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[JovanB's solution](#)

477.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JovanB's solution](#)

478.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[JovanB's solution](#)

479.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[JovanB's solution](#)

480.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[JovanB's solution](#)

481.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

482.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[JovanB's solution](#)

483.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[JovanB's solution](#)

484.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[JovanB's solution](#)

485.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

486.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[JovanB's solution](#)

487.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[JovanB's solution](#)

488.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1300 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers

[JovanB's solution](#)

489.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[JovanB's solution](#)

490.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[JovanB's solution](#)

491.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[JovanB's solution](#)

492.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[JovanB's solution](#)

493.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[JovanB's solution](#)

494.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory
[JovanB's solution](#)

495.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[JovanB's solution](#)

496.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[JovanB's solution](#)

497.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[JovanB's solution](#)

498.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[JovanB's solution](#)

499.

4C

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

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation
[JovanB's solution](#)

500.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[JovanB's solution](#)

501.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,517 global accepts · Rating: 1300 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[JovanB's solution](#)

502.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[JovanB's solution](#)

503.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[JovanB's solution](#)

504.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[JovanB's solution](#)

505.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[JovanB's solution](#)

506.

872C

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

Rating: 1300 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[JovanB's solution](#)

507.

890C

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

Rating: 1300 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees
[JovanB's solution](#)

508.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[JovanB's solution](#)

509.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[JovanB's solution](#)

510.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[JovanB's solution](#)

511.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[JovanB's solution](#)

512.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[JovanB's solution](#)

513.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[JovanB's solution](#)

514.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[JovanB's solution](#)

515.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[JovanB's solution](#)

516.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,542 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[JovanB's solution](#)

517.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[JovanB's solution](#)

518.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[JovanB's solution](#)

519.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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520.

1866B

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521.

1824A

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522.

1773E

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523.

1764C

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524.

1761C

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525.

1748B

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526.

1750C

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527.

1740C

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528.

1696C

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529.

1634B

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530.

1605C

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531.

1606C

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Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

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532.

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

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533.

1535C

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Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

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534.

1513B

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Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[JovanB's solution](#)

535.

1526B

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Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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536.

1190A

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Quality: 9,807 global accepts · Rating: 1400 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

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537.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[JovanB's solution](#)

538.

851B

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Quality: 5,890 global accepts · Rating: 1400 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[JovanB's solution](#)

539.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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540.

1228B

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Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

541.

940B

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Quality: 9,507 global accepts · Rating: 1400 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[JovanB's solution](#)

542.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[JovanB's solution](#)

543.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[JovanB's solution](#)

544.

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

545.

26B

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Quality: 25,853 global accepts · Rating: 1400 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JovanB's solution](#)

546.

492C

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Quality: 15,464 global accepts · Rating: 1400 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

547.

1009B

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Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[JovanB's solution](#)

548.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[JovanB's solution](#)

549.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[JovanB's solution](#)

550.

843A

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Quality: 5,959 global accepts · Rating: 1400 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

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551.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[JovanB's solution](#)

552.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[JovanB's solution](#)

553.

975C

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Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[JovanB's solution](#)

554.

962C

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Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[JovanB's solution](#)

555.

961C

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Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
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556.

955B

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Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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557.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[JovanB's solution](#)

558.

182D

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Quality: 9,242 global accepts · Rating: 1400 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings
[JovanB's solution](#)

559.

414B

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Quality: 29,178 global accepts · Rating: 1400 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory
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560.

937B

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Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[JovanB's solution](#)

561.

920C

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Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
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562.

650A

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Quality: 16,638 global accepts · Rating: 1400 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math
[JovanB's solution](#)

563.

520B

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564.

363C

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Quality: 14,103 global accepts · Rating: 1400 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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565.

479C

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Quality: 33,072 global accepts · Rating: 1400 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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566.

401C

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Quality: 21,701 global accepts · Rating: 1400 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[JovanB's solution](#)

567.

799B

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Quality: 10,175 global accepts · Rating: 1400 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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568.

514B

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Quality: 22,627 global accepts · Rating: 1400 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

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569.

313C

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Quality: 5,940 global accepts · Rating: 1400 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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570.

295A

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Quality: 26,006 global accepts · Rating: 1400 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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571.

277A

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572.

911C

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Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · last AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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573.

907B

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Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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574.

538B

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[JovanB's solution](#)

575.

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[JovanB's solution](#)

576.

489C

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Quality: 51,679 global accepts · Rating: 1400 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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577.

867B

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[JovanB's solution](#)

578.

472C

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Quality: 6,517 global accepts · Rating: 1400 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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579.

888C

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Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

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580.

1070F

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Quality: 3,851 global accepts · Rating: 1500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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581.

1070H

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582.

1949B

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Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

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583.

1898B

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Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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584.

1883D

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585.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

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586.

1776L

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Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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587.

1804C

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Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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588.

1789C

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Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

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589.

1791F

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[JovanB's solution](#)

590.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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591.

1516B

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Quality: 25,535 global accepts · Rating: 1500 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[JovanB's solution](#)

592.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[JovanB's solution](#)

593.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[JovanB's solution](#)

594.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[JovanB's solution](#)

595.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[JovanB's solution](#)

596.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[JovanB's solution](#)

597.

1553D

[Backspace](#) · [Tutorial](#)

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

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598.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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599.

1542B

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Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[JovanB's solution](#)

600.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[JovanB's solution](#)

601.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[JovanB's solution](#)

602.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[JovanB's solution](#)

603.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation

[JovanB's solution](#)

604.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[JovanB's solution](#)

605.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

606.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[JovanB's solution](#)

607.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[JovanB's solution](#)

608.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[JovanB's solution](#)

609.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[JovanB's solution](#)

610.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JovanB's solution](#)

611.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[JovanB's solution](#)

612.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[JovanB's solution](#)

613.

1207C

[Gas Pipeline](#) · [Tutorial](#)

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

[JovanB's solution](#)

614.

1178D

[Prime Graph](#) · [Tutorial](#)

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

[JovanB's solution](#)

615.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[JovanB's solution](#)

616.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[JovanB's solution](#)

617.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[JovanB's solution](#)

618.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[JovanB's solution](#)

619.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[JovanB's solution](#)

620.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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621.

659D

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Quality: 6,709 global accepts · Rating: 1500 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

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622.

998C

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

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623.

991D

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Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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624.

991C

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Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

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625.

329B

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Quality: 7,496 global accepts · Rating: 1500 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

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626.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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627.

166E

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628.

771A

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Quality: 17,730 global accepts · Rating: 1500 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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629.

982C

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Quality: 15,855 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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630.

977E

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Quality: 25,615 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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631.

960B

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632.

959C

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Quality: 6,208 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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633.

264B

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634.

276C

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[JovanB's solution](#)

635.

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[JovanB's solution](#)

636.

580C

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[JovanB's solution](#)

637.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[JovanB's solution](#)

638.

268C

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Quality: 14,639 global accepts · Rating: 1500 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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639.

742B

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Quality: 10,060 global accepts · Rating: 1500 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[JovanB's solution](#)

640.

367A

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641.

137C

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Quality: 7,815 global accepts · Rating: 1500 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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642.

332B

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Quality: 8,711 global accepts · Rating: 1500 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[JovanB's solution](#)

643.

908C

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[JovanB's solution](#)

644.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[JovanB's solution](#)

645.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[JovanB's solution](#)

646.

863B

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Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[JovanB's solution](#)

647.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[JovanB's solution](#)

648.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[JovanB's solution](#)

649.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

650.

550C

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651.

702C

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[JovanB's solution](#)

652.

702B

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Quality: 13,632 global accepts · Rating: 1500 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[JovanB's solution](#)

653.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[JovanB's solution](#)

654.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[JovanB's solution](#)

655.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[JovanB's solution](#)

656.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[JovanB's solution](#)

657.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[JovanB's solution](#)

658.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[JovanB's solution](#)

659.

877B

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Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[JovanB's solution](#)

660.

883E

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Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

661.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[JovanB's solution](#)

662.

1938H

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Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

663.

1910C

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Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[JovanB's solution](#)

664.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[JovanB's solution](#)

665.

1886C

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Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[JovanB's solution](#)

666.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[JovanB's solution](#)

667.

1795D

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Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[JovanB's solution](#)

668.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[JovanB's solution](#)

669.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[JovanB's solution](#)

670.

1753B

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Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[JovanB's solution](#)

671.

1707A

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Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[JovanB's solution](#)

672.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[JovanB's solution](#)

673.

1633D

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Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[JovanB's solution](#)

674.

1610C

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Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[JovanB's solution](#)

675.

1530D

[Secret Santa](#) · [Tutorial](#)

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

[JovanB's solution](#)

676.

1542C

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Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[JovanB's solution](#)

677.

659E

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Quality: 7,991 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[JovanB's solution](#)

678.

383A

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Quality: 5,570 global accepts · Rating: 1600 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[JovanB's solution](#)

679.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
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680.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
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681.

1513C

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
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682.

1526C2

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683.

1528A

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684.

1468K

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Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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685.

350C

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Quality: 6,825 global accepts · Rating: 1600 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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686.

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
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687.

1336A

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Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[JovanB's solution](#)

688.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[JovanB's solution](#)

689.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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690.

845B

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Quality: 5,540 global accepts · Rating: 1600 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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691.

1198A

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Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

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692.

1198B

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Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[JovanB's solution](#)

693.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: trees

[JovanB's solution](#)

694.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[JovanB's solution](#)

695.

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[JovanB's solution](#)

696.

825C

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Quality: 4,886 global accepts · Rating: 1600 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[JovanB's solution](#)

697.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

698.

1033C

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Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[JovanB's solution](#)

699.

1059C

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Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[JovanB's solution](#)

700.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-03 · last AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[JovanB's solution](#)

701.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[JovanB's solution](#)

702.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[JovanB's solution](#)

703.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JovanB's solution](#)

704.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[JovanB's solution](#)

705.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[JovanB's solution](#)

706.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

707.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, sortings

[JovanB's solution](#)

708.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[JovanB's solution](#)

709.

298D

[Fish Weight](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[JovanB's solution](#)

710.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[JovanB's solution](#)

711.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[JovanB's solution](#)

712.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[JovanB's solution](#)

713.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

714.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[JovanB's solution](#)

715.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[JovanB's solution](#)

716.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[JovanB's solution](#)

717.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[JovanB's solution](#)

718.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[JovanB's solution](#)

719.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[JovanB's solution](#)

720.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[JovanB's solution](#)

721.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[JovanB's solution](#)

722.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-07 · last AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[JovanB's solution](#)

723.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

724.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[JovanB's solution](#)

725.

678C

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

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[JovanB's solution](#)

726.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JovanB's solution](#)

727.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[JovanB's solution](#)

728.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[JovanB's solution](#)

729.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

730.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[JovanB's solution](#)

731.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory

[JovanB's solution](#)

732.

344C

[Rational Resistance](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

733.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings

[JovanB's solution](#)

734.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[JovanB's solution](#)

735.

873C

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

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[JovanB's solution](#)

736.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[JovanB's solution](#)

737.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

738.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[JovanB's solution](#)

739.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[JovanB's solution](#)

740.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[JovanB's solution](#)

741.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[JovanB's solution](#)

742.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

greedy

[JovanB's solution](#)

743.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[JovanB's solution](#)

744.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[JovanB's solution](#)

745.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[JovanB's solution](#)

746.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[JovanB's solution](#)

747.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[JovanB's solution](#)

748.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[JovanB's solution](#)

749.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[JovanB's solution](#)

750.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[JovanB's solution](#)

751.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[JovanB's solution](#)

752.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[JovanB's solution](#)

753.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[JovanB's solution](#)

754.

1537D

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

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

[JovanB's solution](#)

755.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[JovanB's solution](#)

756.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[JovanB's solution](#)

757.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

758.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[JovanB's solution](#)

759.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[JovanB's solution](#)

760.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[JovanB's solution](#)

761.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[JovanB's solution](#)

762.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[JovanB's solution](#)

763.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[JovanB's solution](#)

764.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[JovanB's solution](#)

765.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[JovanB's solution](#)

766.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[JovanB's solution](#)

767.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[JovanB's solution](#)

768.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[JovanB's solution](#)

769.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[JovanB's solution](#)

770.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[JovanB's solution](#)

771.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[JovanB's solution](#)

772.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[JovanB's solution](#)

773.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2019-03-04 · last AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

dp, graphs, trees

[JovanB's solution](#)

774.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

775.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[JovanB's solution](#)

776.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[JovanB's solution](#)

777.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[JovanB's solution](#)

778.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[JovanB's solution](#)

779.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2018-10-07 · last AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[JovanB's solution](#)

780.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[JovanB's solution](#)

781.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[JovanB's solution](#)

782.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JovanB's solution](#)

783.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[JovanB's solution](#)

784.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[JovanB's solution](#)

785.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[JovanB's solution](#)

786.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[JovanB's solution](#)

787.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[JovanB's solution](#)

788.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[JovanB's solution](#)

789.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JovanB's solution](#)

790.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[JovanB's solution](#)

791.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JovanB's solution](#)

792.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[JovanB's solution](#)

793.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[JovanB's solution](#)

794.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[JovanB's solution](#)

795.

276D

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

Quality: 16,369 global accepts · Rating: 1700 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[JovanB's solution](#)

796.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[JovanB's solution](#)

797.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[JovanB's solution](#)

798.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[JovanB's solution](#)

799.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[JovanB's solution](#)

800.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[JovanB's solution](#)

801.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[JovanB's solution](#)

802.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[JovanB's solution](#)

803.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[JovanB's solution](#)

804.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

805.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[JovanB's solution](#)

806.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[JovanB's solution](#)

807.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[JovanB's solution](#)

808.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[JovanB's solution](#)

809.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[JovanB's solution](#)

810.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[JovanB's solution](#)

811.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[JovanB's solution](#)

812.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[JovanB's solution](#)

813.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[JovanB's solution](#)

814.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[JovanB's solution](#)

815.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[JovanB's solution](#)

816.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[JovanB's solution](#)

817.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[JovanB's solution](#)

818.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[JovanB's solution](#)

819.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[JovanB's solution](#)

820.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[JovanB's solution](#)

821.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[JovanB's solution](#)

822.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[JovanB's solution](#)

823.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[JovanB's solution](#)

824.

1556D

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Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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825.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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826.

1554D

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Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

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827.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[JovanB's solution](#)

828.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-06-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[JovanB's solution](#)

829.

161D

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Quality: 19,176 global accepts · Rating: 1800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

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830.

1534D

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Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[JovanB's solution](#)

831.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

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832.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: games

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833.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

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834.

1468J

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Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

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835.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[JovanB's solution](#)

836.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[JovanB's solution](#)

837.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[JovanB's solution](#)

838.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[JovanB's solution](#)

839.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

840.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[JovanB's solution](#)

841.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JovanB's solution](#)

842.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[JovanB's solution](#)

843.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, greedy

[JovanB's solution](#)

844.

1207D

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

[JovanB's solution](#)

845.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JovanB's solution](#)

846.

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[JovanB's solution](#)

847.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[JovanB's solution](#)

848.

1118F1

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Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[JovanB's solution](#)

849.

148D

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Quality: 8,908 global accepts · Rating: 1800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[JovanB's solution](#)

850.

77B

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Quality: 2,867 global accepts · Rating: 1800 · first AC: 2018-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[JovanB's solution](#)

851.

1038D

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Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[JovanB's solution](#)

852.

333B

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Quality: 2,762 global accepts · Rating: 1800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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853.

492D

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Quality: 3,322 global accepts · Rating: 1800 · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[JovanB's solution](#)

854.

1042D

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Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · last AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

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855.

274B

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Quality: 5,571 global accepts · Rating: 1800 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[JovanB's solution](#)

856.

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[JovanB's solution](#)

857.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[JovanB's solution](#)

858.

61D

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Quality: 7,639 global accepts · Rating: 1800 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees
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859.

706D

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Quality: 12,583 global accepts · Rating: 1800 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
[JovanB's solution](#)

860.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[JovanB's solution](#)

861.

1016C

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[JovanB's solution](#)

862.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math
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863.

991E

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Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
[JovanB's solution](#)

864.

271D

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Quality: 14,011 global accepts · Rating: 1800 · first AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[JovanB's solution](#)

865.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2018-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[JovanB's solution](#)

866.

987E

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

Rating: 1800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math
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867.

952D

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Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities
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868.

948D

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Rating: 1800 · first AC: 2018-03-14 · last AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
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869.

448D

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Quality: 16,667 global accepts · Rating: 1800 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force
[JovanB's solution](#)

870.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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871.

778B

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872.

478C

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873.

580D

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Quality: 11,874 global accepts · Rating: 1800 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
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874.

894B

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Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[JovanB's solution](#)

875.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[JovanB's solution](#)

876.

845D

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Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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877.

660D

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Quality: 4,737 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry

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878.

1949C

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Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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879.

1938C

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Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

880.

1906E

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Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[JovanB's solution](#)

881.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[JovanB's solution](#)

882.

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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883.

1912A

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884.

1887B

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885.

1887A2

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Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

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886.

1866C

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Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

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887.

1817B

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Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

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888.

1800F

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Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

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889.

1794D

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Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

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890.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

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891.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[JovanB's solution](#)

892.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[JovanB's solution](#)

893.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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894.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

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895.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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896.

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[JovanB's solution](#)

897.

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[JovanB's solution](#)

898.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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899.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[JovanB's solution](#)

900.

1600E

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Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, two pointers

[JovanB's solution](#)

901.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[JovanB's solution](#)

902.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[JovanB's solution](#)

903.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-06-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

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904.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[JovanB's solution](#)

905.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[JovanB's solution](#)

906.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[JovanB's solution](#)

907.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[JovanB's solution](#)

908.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[JovanB's solution](#)

909.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[JovanB's solution](#)

910.

1228D

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Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[JovanB's solution](#)

911.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[JovanB's solution](#)

912.

952B

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Quality: 2,116 global accepts · Rating: 1900 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, interactive

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913.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[JovanB's solution](#)

914.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[JovanB's solution](#)

915.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[JovanB's solution](#)

916.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[JovanB's solution](#)

917.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JovanB's solution](#)

918.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[JovanB's solution](#)

919.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[JovanB's solution](#)

920.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[JovanB's solution](#)

921.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[JovanB's solution](#)

922.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, trees

[JovanB's solution](#)

923.

1161B

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924.

3B

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925.

257D

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926.

1155D

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927.

1119E

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search

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928.

510D

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929.

792D

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930.

404D

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931.

540D

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932.

1077F1

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933.

1076E

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934.

1075D

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935.

1043E

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936.

1072D

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937.

321B

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938.

41E

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939.

111B

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940.

548D

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941.

456D

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942.

61E

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943.

1036C

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944.

687C

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945.

1012B

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946.

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947.

1000D

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948.

463C

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949.

319B

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950.

459E

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951.

981D

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952.

965D

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953.

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954.

27C

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955.

894C

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956.

893D

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957.

1070C

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958.

1943B

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959.

1910F

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961.

1857G

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962.

1827B1

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963.

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964.

1796D

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965.

1788D

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966.

1770D

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967.

1764D

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968.

1753C

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969.

1726D

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970.

1696E

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971.

1690G

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972.

1613E

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973.

1610D

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974.

1588B

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975.

522D

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976.

346B

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977.

2B

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978.

1536D

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979.

1513D

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980.

629D

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981.

895C

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982.

1190D

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983.

1366D

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984.

1438C

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985.

842D

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986.

515D

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987.

1416C

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988.

1142B

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989.

21C

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990.

487B

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128C

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992.

264C

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993.

1240B

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994.

1229B

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995.

555B

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996.

156C

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997.

1204D1

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998.

1198C

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999.

862D

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1000.

842C

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[JovanB's solution](#)**1001.**

1161C

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Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[JovanB's solution](#)**1002.**

965C

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[JovanB's solution](#)**1003.**

696C

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621E

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961D

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[JovanB's solution](#)**1006.**

877E

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15C

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[JovanB's solution](#)**1008.**

242E

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[JovanB's solution](#)**1009.**

615D

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[JovanB's solution](#)**1010.**

681D

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1011.

1101D

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1012.

383C

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1013.

400D

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1014.

494B

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1015.

340E

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1016.

432D

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1017.

380C

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1018.

1058E

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Rating: 2000 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[JovanB's solution](#)

1019.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

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1020.

468B

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1021.

446B

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1022.

353D

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1023.

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[JovanB's solution](#)

1024.

1009E

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

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[JovanB's solution](#)

1025.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2018-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[JovanB's solution](#)

1026.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2018-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[JovanB's solution](#)

1027.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[JovanB's solution](#)

1028.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[JovanB's solution](#)

1029.

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[JovanB's solution](#)

1030.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[JovanB's solution](#)

1031.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, shortest

paths, trees

[JovanB's solution](#)

1032.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1033.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[JovanB's solution](#)

1034.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[JovanB's solution](#)

1035.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[JovanB's solution](#)

1036.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, dp

[JovanB's solution](#)

1037.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[JovanB's solution](#)

1038.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[JovanB's solution](#)

1039.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[JovanB's solution](#)

1040.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[JovanB's solution](#)

1041.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[JovanB's solution](#)

1042.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[JovanB's solution](#)

1043.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[JovanB's solution](#)

1044.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[JovanB's solution](#)

1045.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[JovanB's solution](#)

1046.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[JovanB's solution](#)

1047.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[JovanB's solution](#)

1048.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[JovanB's solution](#)

1049.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[JovanB's solution](#)

1050.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[JovanB's solution](#)

1051.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

1052.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[JovanB's solution](#)

1053.

1600D

[Hidden Fortress](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, interactive

[JovanB's solution](#)

1054.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[JovanB's solution](#)

1055.

1553E

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

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

[JovanB's solution](#)

1056.

1530E

[Minimax](#) · [Tutorial](#)

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

[JovanB's solution](#)

1057.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[JovanB's solution](#)

1058.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[JovanB's solution](#)

1059.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[JovanB's solution](#)

1060.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[JovanB's solution](#)

1061.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[JovanB's solution](#)

1062.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[JovanB's solution](#)

1063.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[JovanB's solution](#)

1064.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[JovanB's solution](#)

1065.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[JovanB's solution](#)

1066.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[JovanB's solution](#)

1067.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[JovanB's solution](#)

1068.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[JovanB's solution](#)

1069.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[JovanB's solution](#)

1070.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[JovanB's solution](#)

1071.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[JovanB's solution](#)

1072.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[JovanB's solution](#)

1073.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[JovanB's solution](#)

1074.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings
[JovanB's solution](#)

1075.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[JovanB's solution](#)

1076.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search
[JovanB's solution](#)

1077.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[JovanB's solution](#)

1078.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[JovanB's solution](#)

1079.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[JovanB's solution](#)

1080.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees
[JovanB's solution](#)

1081.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[JovanB's solution](#)

1082.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[JovanB's solution](#)

1083.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[JovanB's solution](#)

1084.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[JovanB's solution](#)

1085.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer

[JovanB's solution](#)

1086.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[JovanB's solution](#)

1087.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[JovanB's solution](#)

1088.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[JovanB's solution](#)

1089.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[JovanB's solution](#)

1090.

1207F

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

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

[JovanB's solution](#)

1091.

104E

[Time to Raid Cowavans](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1092.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings
[JovanB's solution](#)

1093.

1000E

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

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[JovanB's solution](#)

1094.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[JovanB's solution](#)

1095.

1195E

[OpenStreetMap](#) · [Tutorial](#)

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

1096.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[JovanB's solution](#)

1097.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[JovanB's solution](#)

1098.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry
[JovanB's solution](#)

1099.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices
[JovanB's solution](#)

1100.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[JovanB's solution](#)

1101.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
[JovanB's solution](#)

1102.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[JovanB's solution](#)

1103.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[JovanB's solution](#)

1104.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[JovanB's solution](#)

1105.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[JovanB's solution](#)

1106.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[JovanB's solution](#)

1107.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[JovanB's solution](#)

1108.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[JovanB's solution](#)

1109.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[JovanB's solution](#)

1110.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[JovanB's solution](#)

1111.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, ternary search

[JovanB's solution](#)

1112.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[JovanB's solution](#)

1113.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2018-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[JovanB's solution](#)

1114.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[JovanB's solution](#)

1115.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[JovanB's solution](#)

1116.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[JovanB's solution](#)

1117.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[JovanB's solution](#)

1118.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[JovanB's solution](#)

1119.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[JovanB's solution](#)

1120.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[JovanB's solution](#)

1121.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1122.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[JovanB's solution](#)

1123.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[JovanB's solution](#)

1124.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[JovanB's solution](#)

1125.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[JovanB's solution](#)

1126.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[JovanB's solution](#)

1127.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[JovanB's solution](#)

1128.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
[JovanB's solution](#)

1129.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[JovanB's solution](#)

1130.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: fft, math
[JovanB's solution](#)

1131.

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp
[JovanB's solution](#)

1132.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[JovanB's solution](#)

1133.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[JovanB's solution](#)

1134.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[JovanB's solution](#)

1135.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[JovanB's solution](#)

1136.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[JovanB's solution](#)

1137.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[JovanB's solution](#)

1138.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[JovanB's solution](#)

1139.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

1140.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[JovanB's solution](#)

1141.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[JovanB's solution](#)

1142.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[JovanB's solution](#)

1143.

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[JovanB's solution](#)

1144.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[JovanB's solution](#)

1145.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[JovanB's solution](#)

1146.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[JovanB's solution](#)

1147.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

1148.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[JovanB's solution](#)

1149.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[JovanB's solution](#)

1150.

1407D

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

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[JovanB's solution](#)

1151.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[JovanB's solution](#)

1152.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[JovanB's solution](#)

1153.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[JovanB's solution](#)

1154.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[JovanB's solution](#)

1155.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[JovanB's solution](#)

1156.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[JovanB's solution](#)

1157.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[JovanB's solution](#)

1158.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[JovanB's solution](#)

1159.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[JovanB's solution](#)

1160.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[JovanB's solution](#)

1161.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[JovanB's solution](#)

1162.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[JovanB's solution](#)

1163.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-29 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[JovanB's solution](#)

1164.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[JovanB's solution](#)

1165.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[JovanB's solution](#)

1166.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[JovanB's solution](#)

1167.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[JovanB's solution](#)

1168.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[JovanB's solution](#)

1169.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2019-08-28 · last AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[JovanB's solution](#)

1170.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[JovanB's solution](#)

1171.

51D

[Geometrical problem](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JovanB's solution](#)

1172.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[JovanB's solution](#)

1173.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-04-30 · last AC: 2019-04-30 · Clang++17 Diagnostics (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[JovanB's solution](#)

1174.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[JovanB's solution](#)

1175.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[JovanB's solution](#)

1176.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[JovanB's solution](#)

1177.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[JovanB's solution](#)

1178.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[JovanB's solution](#)

1179.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[JovanB's solution](#)

1180.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[JovanB's solution](#)

1181.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[JovanB's solution](#)

1182.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[JovanB's solution](#)

1183.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[JovanB's solution](#)

1184.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[JovanB's solution](#)

1185.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[JovanB's solution](#)

1186.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[JovanB's solution](#)

1187.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[JovanB's solution](#)

1188.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[JovanB's solution](#)

1189.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JovanB's solution](#)

1190.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[JovanB's solution](#)

1191.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[JovanB's solution](#)

1192.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1193.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[JovanB's solution](#)

1194.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[JovanB's solution](#)

1195.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[JovanB's solution](#)

1196.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[JovanB's solution](#)

1197.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[JovanB's solution](#)

1198.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[JovanB's solution](#)

1199.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[JovanB's solution](#)

1200.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[JovanB's solution](#)

1201.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[JovanB's solution](#)

1202.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[JovanB's solution](#)

1203.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[JovanB's solution](#)

1204.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[JovanB's solution](#)

1205.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[JovanB's solution](#)

1206.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[JovanB's solution](#)

1207.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[JovanB's solution](#)

1208.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing

[JovanB's solution](#)

1209.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[JovanB's solution](#)

1210.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[JovanB's solution](#)

1211.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[JovanB's solution](#)

1212.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[JovanB's solution](#)

1213.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[JovanB's solution](#)

1214.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[JovanB's solution](#)

1215.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[JovanB's solution](#)

1216.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[JovanB's solution](#)

1217.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[JovanB's solution](#)

1218.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, probabilities

[JovanB's solution](#)

1219.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[JovanB's solution](#)

1220.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[JovanB's solution](#)

1221.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[JovanB's solution](#)

1222.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[JovanB's solution](#)

1223.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2019-10-24 · last AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[JovanB's solution](#)

1224.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

1225.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[JovanB's solution](#)

1226.

1198D

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

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

[JovanB's solution](#)

1227.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[JovanB's solution](#)

1228.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[JovanB's solution](#)

1229.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[JovanB's solution](#)

1230.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[JovanB's solution](#)

1231.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JovanB's solution](#)

1232.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, graphs

[JovanB's solution](#)

1233.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[JovanB's solution](#)

1234.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[JovanB's solution](#)

1235.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[JovanB's solution](#)

1236.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[JovanB's solution](#)

1237.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[JovanB's solution](#)

1238.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1239.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1240.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[JovanB's solution](#)

1241.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[JovanB's solution](#)

1242.

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures

[JovanB's solution](#)

1243.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[JovanB's solution](#)

1244.

1886E

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

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

[JovanB's solution](#)

1245.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[JovanB's solution](#)

1246.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[JovanB's solution](#)

1247.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[JovanB's solution](#)

1248.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[JovanB's solution](#)

1249.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[JovanB's solution](#)

1250.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[JovanB's solution](#)

1251.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[JovanB's solution](#)

1252.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[JovanB's solution](#)

1253.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[JovanB's solution](#)

1254.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[JovanB's solution](#)

1255.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[JovanB's solution](#)

1256.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[JovanB's solution](#)

1257.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[JovanB's solution](#)

1258.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[JovanB's solution](#)

1259.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[JovanB's solution](#)

1260.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[JovanB's solution](#)

1261.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[JovanB's solution](#)

1262.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[JovanB's solution](#)

1263.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[JovanB's solution](#)

1264.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[JovanB's solution](#)

1265.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[JovanB's solution](#)

1266.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[JovanB's solution](#)

1267.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[JovanB's solution](#)

1268.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[JovanB's solution](#)

1269.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[JovanB's solution](#)

1270.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-06-09 · last AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[JovanB's solution](#)

1271.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[JovanB's solution](#)

1272.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[JovanB's solution](#)

1273.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[JovanB's solution](#)

1274.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[JovanB's solution](#)

1275.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[JovanB's solution](#)

1276.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[JovanB's solution](#)

1277.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[JovanB's solution](#)

1278.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[JovanB's solution](#)

1279.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[JovanB's solution](#)

1280.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[JovanB's solution](#)

1281.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[JovanB's solution](#)

1282.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · last AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[JovanB's solution](#)

1283.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[JovanB's solution](#)

1284.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[JovanB's solution](#)

1285.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2019-10-28 · last AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[JovanB's solution](#)

1286.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[JovanB's solution](#)

1287.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[JovanB's solution](#)

1288.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[JovanB's solution](#)

1289.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[JovanB's solution](#)

1290.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[JovanB's solution](#)

1291.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[JovanB's solution](#)

1292.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[JovanB's solution](#)

1293.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[JovanB's solution](#)

1294.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[JovanB's solution](#)

1295.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[JovanB's solution](#)

1296.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[JovanB's solution](#)

1297.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[JovanB's solution](#)

1298.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[JovanB's solution](#)

1299.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[JovanB's solution](#)

1300.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[JovanB's solution](#)

1301.

1788F

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

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[JovanB's solution](#)

1302.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[JovanB's solution](#)

1303.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[JovanB's solution](#)

1304.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[JovanB's solution](#)

1305.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[JovanB's solution](#)

1306.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[JovanB's solution](#)

1307.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[JovanB's solution](#)

1308.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[JovanB's solution](#)

1309.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[JovanB's solution](#)

1310.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[JovanB's solution](#)

1311.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs
[JovanB's solution](#)

1312.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[JovanB's solution](#)

1313.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[JovanB's solution](#)

1314.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[JovanB's solution](#)

1315.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[JovanB's solution](#)

1316.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[JovanB's solution](#)

1317.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[JovanB's solution](#)

1318.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[JovanB's solution](#)

1319.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[JovanB's solution](#)

1320.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[JovanB's solution](#)

1321.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[JovanB's solution](#)

1322.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[JovanB's solution](#)

1323.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · last AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[JovanB's solution](#)

1324.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[JovanB's solution](#)

1325.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[JovanB's solution](#)

1326.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[JovanB's solution](#)

1327.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[JovanB's solution](#)

1328.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[JovanB's solution](#)

1329.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[JovanB's solution](#)

1330.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[JovanB's solution](#)

1331.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[JovanB's solution](#)

1332.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[JovanB's solution](#)

1333.

1898F

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

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[JovanB's solution](#)

1334.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[JovanB's solution](#)

1335.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

1336.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[JovanB's solution](#)

1337.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[JovanB's solution](#)

1338.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[JovanB's solution](#)

1339.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory

[JovanB's solution](#)

1340.

958F3

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

Quality: 922 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: fft

[JovanB's solution](#)

1341.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[JovanB's solution](#)

1342.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[JovanB's solution](#)

1343.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[JovanB's solution](#)

1344.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[JovanB's solution](#)

1345.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[JovanB's solution](#)

1346.

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths
[JovanB's solution](#)

1347.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math
[JovanB's solution](#)

1348.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[JovanB's solution](#)

1349.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities
[JovanB's solution](#)

1350.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities
[JovanB's solution](#)

1351.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[JovanB's solution](#)

1352.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[JovanB's solution](#)

1353.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[JovanB's solution](#)

1354.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[JovanB's solution](#)

1355.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[JovanB's solution](#)

1356.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[JovanB's solution](#)

1357.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[JovanB's solution](#)

1358.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[JovanB's solution](#)

1359.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[JovanB's solution](#)

1360.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[JovanB's solution](#)

1361.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[JovanB's solution](#)

1362.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[JovanB's solution](#)

1363.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JovanB's solution](#)

1364.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[JovanB's solution](#)

1365.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[JovanB's solution](#)

1366.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[JovanB's solution](#)

1367.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[JovanB's solution](#)

1368.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[JovanB's solution](#)

1369.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[JovanB's solution](#)

1370.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[JovanB's solution](#)

1371.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[JovanB's solution](#)

1372.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[JovanB's solution](#)

1373.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[JovanB's solution](#)

1374.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[JovanB's solution](#)

1375.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[JovanB's solution](#)

1376.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[JovanB's solution](#)

1377.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[JovanB's solution](#)

1378.

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[JovanB's solution](#)

1379.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[JovanB's solution](#)

1380.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[JovanB's solution](#)

1381.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[JovanB's solution](#)

1382.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[JovanB's solution](#)

1383.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[JovanB's solution](#)

1384.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[JovanB's solution](#)

1385.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[JovanB's solution](#)

1386.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[JovanB's solution](#)

1387.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[JovanB's solution](#)

1388.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · last AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[JovanB's solution](#)

1389.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[JovanB's solution](#)

1390.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[JovanB's solution](#)

1391.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[JovanB's solution](#)

1392.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[JovanB's solution](#)

1393.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[JovanB's solution](#)

1394.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[JovanB's solution](#)

1395.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[JovanB's solution](#)

1396.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[JovanB's solution](#)

1397.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[JovanB's solution](#)

1398.

1697F

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

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[JovanB's solution](#)

1399.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[JovanB's solution](#)

1400.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[JovanB's solution](#)

1401.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[JovanB's solution](#)

1402.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[JovanB's solution](#)

1403.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[JovanB's solution](#)

1404.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[JovanB's solution](#)

1405.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
[JovanB's solution](#)

1406.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[JovanB's solution](#)

1407.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[JovanB's solution](#)

1408.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[JovanB's solution](#)

1409.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[JovanB's solution](#)

1410.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[JovanB's solution](#)

1411.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[JovanB's solution](#)

1412.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[JovanB's solution](#)

1413.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees
[JovanB's solution](#)

1414.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle
[JovanB's solution](#)

1415.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[JovanB's solution](#)

1416.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[JovanB's solution](#)

1417.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings
[JovanB's solution](#)

1418.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[JovanB's solution](#)

1419.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[JovanB's solution](#)

1420.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[JovanB's solution](#)

1421.

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math
[JovanB's solution](#)

1422.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers
[JovanB's solution](#)

1423.

103438G

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

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1424.

105112H

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

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1425.

105112A

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

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1426.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1427.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1428.

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1429.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1430.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1431.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1432.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1433.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1434.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1435.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1436.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1437.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1438.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1439.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1440.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1441.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1442.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1443.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1444.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1445.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · PyPy 3-64 (first AC) · Tags: —

[JovanB's solution](#)

1446.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1447.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · Python 3 (first AC) · Tags: —

[JovanB's solution](#)

1448.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1449.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1450.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1451.

104633E

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

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1452.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1453.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1454.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1455.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1456.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1457.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1458.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1459.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1460.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1461.

104772D

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

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1462.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1463.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1464.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1465.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1466.

102001J

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

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1467.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1468.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1469.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1470.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1471.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[JovanB's solution](#)

1472.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1473.

102452C

[Constructing Ranches](#) · [Tutorial](#)

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

[JovanB's solution](#)

1474.

102452E

[Erasing Numbers](#) · [Tutorial](#)

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

[JovanB's solution](#)

1475.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

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

[JovanB's solution](#)

1476.

102452J

[Junior Mathematician](#) · [Tutorial](#)

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

[JovanB's solution](#)

1477.

102452G

[Game Design](#) · [Tutorial](#)

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

[JovanB's solution](#)

1478.

102452D

[Defining Labels](#) · [Tutorial](#)

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

[JovanB's solution](#)

1479.

102452B

[Binary Tree](#) · [Tutorial](#)

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

[JovanB's solution](#)

1480.

104373I

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

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1481.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1482.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1483.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1484.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1485.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1486.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1487.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1488.

102428A

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

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1489.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1490.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1491.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1492.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1493.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1494.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1495.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1496.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1497.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1498.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1499.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1500.

101102K

[Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1501.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1502.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1503.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1504.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1505.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1506.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1507.

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1508.

104713A

[Art Transaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1509.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1510.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1511.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1512.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1513.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1514.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1515.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1516.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1517.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1518.

104832I

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

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1519.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1520.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1521.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1522.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1523.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1524.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1525.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1526.

104849B

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

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1527.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1528.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1529.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1530.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1531.

104854K

[Kenough Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1532.

104854I

[Intelligent Cat Embedding](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1533.

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1534.

104854B

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

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1535.

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1536.

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1537.

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1538.

104822L

[Best Or Worst](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1539.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1540.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1541.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1542.

104871G

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

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1543.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · PyPy 3-64 (first AC) · Tags: —

[JovanB's solution](#)

1544.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · PyPy 3-64 (first AC) · Tags: —

[JovanB's solution](#)

1545.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1546.

104857L

[Information Spread](#) · [Tutorial](#)

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

[JovanB's solution](#)

1547.

1911F

[Boxers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[JovanB's solution](#)

1548.

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special, bitmasks, greedy

[JovanB's solution](#)

1549.

1911D

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

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special

[JovanB's solution](#)

1550.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special, sortings

[JovanB's solution](#)

1551.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[JovanB's solution](#)

1552.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-10 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[JovanB's solution](#)

1553.

104822J

[Triple Reverse Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1554.

104822G

[Sign Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1555.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1556.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1557.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1558.

104782F

[Suceava](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1559.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1560.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1561.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1562.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1563.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1564.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1565.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1566.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1567.

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1568.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1569.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1570.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1571.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1572.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1573.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1574.

103708G

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

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1575.

104668G

[Shooter Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1576.

104668E

[Trees Gump](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1577.

104668B

[The Bridge on the River Kawaii](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1578.

104668D

[Reservoir Dog](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1579.

104668A

[The ABCD Murderer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1580.

104668C

[Clockwork J|lange](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1581.

104668I

[The Silence of the Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1582.

104668J

[Matrice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1583.

104666B

[Be Geeks!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1584.

104666E

[Deep800080](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1585.

104666H

[K==S](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1586.

104666J

[Saba1000kg](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1587.

104666I

[Ponk Warshall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1588.

104666F

[Zeldain Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1589.

104666D

[Crimson Sexy Jalapeños](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1590.

104666L

[The Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1591.

104666G

[Light Emitting Hindenburg](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1592.

104666C

[Bob in Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1593.

104666A

[ABB](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1594.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1595.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1596.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1597.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1598.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1599.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1600.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1601.

101987I

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1602.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1603.

101987C

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

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1604.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1605.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1606.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1607.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1608.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1609.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1610.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1611.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1612.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1613.

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1614.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1615.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1616.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1617.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1618.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1619.

103708F

[Froginald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1620.

103708C

[Candies median](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1621.

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1622.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1623.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1624.

103708A

[Anya's gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1625.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1626.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1627.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1628.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1629.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1630.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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1631.

103426E

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Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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1632.

103426D

[Fantastic Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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1633.

103426C

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Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1634.

103426B

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1635.

103426A

[Bananas Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[JovanB's solution](#)

1636.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dp, trees

[JovanB's solution](#)

1637.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · last AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1638.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special

[JovanB's solution](#)

1639.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1640.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[JovanB's solution](#)

1641.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1642.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1643.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[JovanB's solution](#)

1644.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[JovanB's solution](#)

1645.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[JovanB's solution](#)

1646.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[JovanB's solution](#)

1647.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[JovanB's solution](#)

1648.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[JovanB's solution](#)

1649.

103158J

[2wix+](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1650.

103158H

[Annoying posts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1651.

103158L

[Memable Ace](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1652.

103158A

[Sakally Soldier](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1653.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special

[JovanB's solution](#)

1654.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[JovanB's solution](#)

1655.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[JovanB's solution](#)

1656.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special, math

[JovanB's solution](#)

1657.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-25 · Kotlin 1.4 (first AC) · Tags: *special

[JovanB's solution](#)

1658.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1659.

103109K

[Kirby's Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1660.

103109E

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

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1661.

103109C

[Goomba Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1662.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1663.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1664.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[JovanB's solution](#)

1665.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[JovanB's solution](#)

1666.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[JovanB's solution](#)

1667.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[JovanB's solution](#)

1668.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[JovanB's solution](#)

1669.

102128A

[Big Money](#) · [Tutorial](#)

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

[JovanB's solution](#)

1670.

102212A

[Adding Two Integers](#) · [Tutorial](#)

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

[JovanB's solution](#)

1671.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1672.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[JovanB's solution](#)

1673.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1674.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1675.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1676.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1677.

11640

[Greatest Prime Divisor \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1678.

1164P

[Equilateral Triangles \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1679.

1164M

[Seven Digit Number \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1680.

1164K

[2018 Integers \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1681.

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1682.

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1683.

1164B

[Triangle Area \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1684.

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1685.

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1686.

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[JovanB's solution](#)

1687.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[JovanB's solution](#)

1688.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[JovanB's solution](#)

1689.

undefined143

[Long Live the Queen](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1690.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[JovanB's solution](#)

1691.

101640D

[Road Building](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · last AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)

1692.

100905B

[Amusing numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)

1693.

101343H

[Give Me This Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)

1694.

101627B

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)

1695.

101627A

[New Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)

1696.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)

1697.

101182B

[Life in Innopolis](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)

1698.

101182A

[Rock-Paper-Scissors for three](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)

1699.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-10 · last AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)

1700.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-10 · last AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[JovanB's solution](#)