

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

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# Unique solved — KDVinit

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

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

Filters: none

Count: 1,900

1.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[KDVinit's solution](#)

2.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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3.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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4.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,806 global accepts · Rating: 800 · first AC: 2020-10-25 · last AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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5.

1870A

[MEXanized Array](#) · [Tutorial](#)

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

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6.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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7.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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8.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

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9.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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**10.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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**11.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[KDVinit's solution](#)

**12.**

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**13.**

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[KDVinit's solution](#)

**14.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

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**15.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

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**16.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[KDVinit's solution](#)

**17.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**18.**

1841A

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Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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**19.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

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**20.**

1837A

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Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**21.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**22.**

1833A

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Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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**23.**

1811A

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Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

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**24.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[KDVinit's solution](#)

**25.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**26.**

1791C

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Quality: 74,160 global accepts · Rating: 800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

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**27.**

1791B

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Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

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**28.**

1791A

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**29.**

71A

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**30.**

1778A

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Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**31.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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**32.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**33.**

1783A

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Quality: 48,716 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

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**34.**

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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**35.**

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**36.**

1767B

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Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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**37.**

1767A

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**38.**

1762A

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

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**39.**

1766A

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Quality: 46,009 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**40.**

1773F

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**41.**

1747A

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Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**42.**

1749A

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Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**43.**

1742B

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**44.**

1742A

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**45.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**46.**

1741A

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**47.**

1736A

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**48.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**49.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**50.**

1728B

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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**51.**

1728A

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**52.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**53.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**54.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,455 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**55.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**56.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

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**57.**

1712B

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

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**58.**

1712A

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

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**59.**

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**60.**

1716A

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**61.**

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**62.**

1714B

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Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**63.**

1705A

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Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**64.**

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2020-12-26 · last AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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**65.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,985 global accepts · Rating: 800 · first AC: 2022-07-11 · PyPy 3 (first AC) · Tags: implementation

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**66.**

50A

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**67.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,461 global accepts · Rating: 800 · first AC: 2020-08-20 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[KDVinit's solution](#)

**68.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,247 global accepts · Rating: 800 · first AC: 2022-07-11 · PyPy 3 (first AC) · Tags: brute force, greedy

[KDVinit's solution](#)

**69.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**70.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**71.**

1692C

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**72.**

1692B

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Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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**73.**

1692A

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Quality: 85,746 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**74.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

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**75.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**76.**

1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games  
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**77.**

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**78.**

1690C

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**79.**

1690B

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**80.**

1690A

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**81.**

1688B

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Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings  
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**82.**

1688A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
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**83.**

1681B

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Quality: 21,037 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**84.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
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**85.**

1682A

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Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KDVinit's solution](#)

**86.**

1680B

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Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**87.**

1680A

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**88.**

1676C

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**89.**

1676B

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Quality: 60,641 global accepts · Rating: 800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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**90.**

1676A

[Lucky?](#) · [Tutorial](#)

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**91.**

1684B

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**92.**

1684A

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Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

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**93.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**94.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**95.**

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

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- 96.**  
1661A  
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Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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- 97.**  
1660B  
[Vlad and Candies](#) · [Tutorial](#)  
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- 98.**  
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- 99.**  
1658B  
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- 100.**  
1658A  
[Marin and Photoshoot](#) · [Tutorial](#)  
Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[KDVinit's solution](#)
- 101.**  
1656A  
[Good Pairs](#) · [Tutorial](#)  
Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[KDVinit's solution](#)
- 102.**  
1657B  
[XY Sequence](#) · [Tutorial](#)  
Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[KDVinit's solution](#)
- 103.**  
1657A  
[Integer Moves](#) · [Tutorial](#)  
Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[KDVinit's solution](#)
- 104.**  
1654B  
[Prefix Removals](#) · [Tutorial](#)  
Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[KDVinit's solution](#)
- 105.**  
1654A  
[Maximum Cake Tastiness](#) · [Tutorial](#)  
Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[KDVinit's solution](#)
- 106.**  
1638A  
[Reverse](#) · [Tutorial](#)  
Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**107.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[KDVinit's solution](#)

**108.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**109.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-01-31 · last AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[KDVinit's solution](#)

**110.**

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · last AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KDVinit's solution](#)

**111.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**112.**

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[KDVinit's solution](#)

**113.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**114.**

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[KDVinit's solution](#)

**115.**

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**116.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[KDVinit's solution](#)

**117.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**118.**

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**119.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[KDVinit's solution](#)

**120.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[KDVinit's solution](#)

**121.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**122.**

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**123.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,820 global accepts · Rating: 800 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

**124.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[KDVinit's solution](#)

**125.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**126.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[KDVinit's solution](#)

**127.**

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**128.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**129.**

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[KDVinit's solution](#)

**130.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[KDVinit's solution](#)

**131.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**132.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[KDVinit's solution](#)

**133.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**134.**

1589A

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

Rating: 800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**135.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · last AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**136.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

**137.**

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**138.**

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · last AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[KDVinit's solution](#)

**139.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[KDVinit's solution](#)

**140.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,543 global accepts · Rating: 800 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**141.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**142.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[KDVinit's solution](#)

**143.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · last AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[KDVinit's solution](#)

**144.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[KDVinit's solution](#)

**145.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**146.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[KDVinit's solution](#)

**147.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**148.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[KDVinit's solution](#)

**149.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[KDVinit's solution](#)

**150.**

1569A

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

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

[KDVinit's solution](#)

**151.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

**152.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**153.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**154.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[KDVinit's solution](#)

**155.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**156.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**157.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,512 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**158.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**159.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[KDVinit's solution](#)

**160.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KDVinit's solution](#)

**161.**

1551A

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

Quality: 58,354 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**162.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**163.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**164.**

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[KDVinit's solution](#)

**165.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**166.**

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[KDVinit's solution](#)

**167.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**168.**

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[KDVinit's solution](#)

**169.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

## 170.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[KDVinit's solution](#)

## 171.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

## 172.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[KDVinit's solution](#)

## 173.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[KDVinit's solution](#)

## 174.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · last AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KDVinit's solution](#)

## 175.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

## 176.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

## 177.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[KDVinit's solution](#)

## 178.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · last AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

## 179.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,631 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[KDVinit's solution](#)

**180.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,457 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[KDVinit's solution](#)

**181.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[KDVinit's solution](#)

**182.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,903 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks  
[KDVinit's solution](#)

**183.**

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · last AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[KDVinit's solution](#)

**184.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[KDVinit's solution](#)

**185.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[KDVinit's solution](#)

**186.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[KDVinit's solution](#)

**187.**

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[KDVinit's solution](#)

**188.**

1519A

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

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[KDVinit's solution](#)

**189.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[KDVinit's solution](#)

**190.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**191.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**192.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**193.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**194.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**195.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**196.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,094 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KDVinit's solution](#)

**197.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · last AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[KDVinit's solution](#)

**198.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · last AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

**199.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**200.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**201.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[KDVinit's solution](#)

**202.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[KDVinit's solution](#)

**203.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**204.**

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**205.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**206.**

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[KDVinit's solution](#)

**207.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · last AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[KDVinit's solution](#)

**208.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**209.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**210.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[KDVinit's solution](#)

**211.**

1462B

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

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[KDVinit's solution](#)

## 212.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,437 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

## 213.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

## 214.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,208 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

## 215.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

## 216.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,936 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

## 217.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,729 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[KDVinit's solution](#)

## 218.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

## 219.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

## 220.

1335A

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

Quality: 104,797 global accepts · Rating: 800 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

## 221.

1480A

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

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[KDVinit's solution](#)

## 222.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KDVinit's solution](#)

**223.**

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[KDVinit's solution](#)

**224.**

1478A

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

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[KDVinit's solution](#)

**225.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[KDVinit's solution](#)

**226.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[KDVinit's solution](#)

**227.**

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**228.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,019 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[KDVinit's solution](#)

**229.**

1473A

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

Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[KDVinit's solution](#)

**230.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[KDVinit's solution](#)

**231.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

**232.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,838 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[KDVinit's solution](#)

**233.**

1472A

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

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[KDVinit's solution](#)

**234.**

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[KDVinit's solution](#)

**235.**

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[KDVinit's solution](#)

**236.**

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · last AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[KDVinit's solution](#)

**237.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[KDVinit's solution](#)

**238.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[KDVinit's solution](#)

**239.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[KDVinit's solution](#)

**240.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[KDVinit's solution](#)

**241.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,122 global accepts · Rating: 800 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[KDVinit's solution](#)

**242.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · PyPy 3 (first AC) · Tags: greedy  
[KDVinit's solution](#)

**243.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,273 global accepts · Rating: 800 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[KDVinit's solution](#)

**244.**

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[KDVinit's solution](#)

**245.**

1462A

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

Quality: 48,963 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[KDVinit's solution](#)

**246.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**247.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**248.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[KDVinit's solution](#)

**249.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

**250.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**251.**

1087A

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

Rating: 800 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

**252.**

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**253.**

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[KDVinit's solution](#)

**254.**

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · last AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**255.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**256.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**257.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**258.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**259.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[KDVinit's solution](#)

**260.**

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**261.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**262.**

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**263.**

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · last AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**264.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**265.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**266.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,646 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**267.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,468 global accepts · Rating: 800 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[KDVinit's solution](#)

**268.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**269.**

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[KDVinit's solution](#)

**270.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[KDVinit's solution](#)

**271.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**272.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[KDVinit's solution](#)

**273.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[KDVinit's solution](#)

**274.**

1408A

[Circle Coloring](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**275.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,958 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**276.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**277.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[KDVinit's solution](#)

**278.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[KDVinit's solution](#)

**279.**

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**280.**

1409A

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

Quality: 80,420 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**281.**

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: math

[KDVinit's solution](#)

**282.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[KDVinit's solution](#)

**283.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,297 global accepts · Rating: 800 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[KDVinit's solution](#)

**284.**

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[KDVinit's solution](#)

**285.**

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**286.**

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**287.**

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[KDVinit's solution](#)

**288.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[KDVinit's solution](#)

**289.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

**290.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[KDVinit's solution](#)

**291.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**292.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**293.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**294.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**295.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**296.**

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[KDVinit's solution](#)

**297.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KDVinit's solution](#)

**298.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[KDVinit's solution](#)

**299.**

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**300.**

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**301.**

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**302.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**303.**

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**304.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[KDVinit's solution](#)

**305.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[KDVinit's solution](#)

**306.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[KDVinit's solution](#)

**307.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,942 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**308.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

**309.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**310.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2020-06-03 · last AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**311.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**312.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,722 global accepts · Rating: 800 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**313.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**314.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**315.**

1353B

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

Quality: 58,123 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**316.**

1352A

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

Quality: 104,114 global accepts · Rating: 800 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**317.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**318.**

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**319.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**320.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[KDVinit's solution](#)

**321.**

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[KDVinit's solution](#)

**322.**

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[KDVinit's solution](#)

**323.**

1833B

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

Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[KDVinit's solution](#)

**324.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy  
[KDVinit's solution](#)

**325.**

1777B

[Emordnilap](#) · [Tutorial](#)

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

**326.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[KDVinit's solution](#)

**327.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
[KDVinit's solution](#)

**328.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[KDVinit's solution](#)

**329.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[KDVinit's solution](#)

**330.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[KDVinit's solution](#)

**331.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**332.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**333.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**334.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**335.**

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**336.**

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[KDVinit's solution](#)

**337.**

1696B

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

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KDVinit's solution](#)

**338.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**339.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[KDVinit's solution](#)

**340.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KDVinit's solution](#)

**341.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**342.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,830 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[KDVinit's solution](#)

**343.**

1591B

[Array Eversion](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**344.**

1613A

[Long Comparison](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**345.**

1609A

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

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

[KDVinit's solution](#)

**346.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**347.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**348.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,482 global accepts · Rating: 900 · first AC: 2021-10-29 · last AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[KDVinit's solution](#)

**349.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · last AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[KDVinit's solution](#)

**350.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[KDVinit's solution](#)

**351.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**352.**

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

**353.**

1593B

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

Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[KDVinit's solution](#)

**354.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

**355.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[KDVinit's solution](#)

**356.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

**357.**

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[KDVinit's solution](#)

**358.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[KDVinit's solution](#)

**359.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**360.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**361.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[KDVinit's solution](#)

**362.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[KDVinit's solution](#)

**363.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[KDVinit's solution](#)

**364.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[KDVinit's solution](#)

**365.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · last AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation  
[KDVinit's solution](#)

**366.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2020-11-17 · last AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[KDVinit's solution](#)

**367.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-08-16 · last AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[KDVinit's solution](#)

**368.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[KDVinit's solution](#)

**369.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: math  
[KDVinit's solution](#)

**370.**

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[KDVinit's solution](#)

**371.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[KDVinit's solution](#)

**372.**

1475B

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

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[KDVinit's solution](#)

**373.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**374.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[KDVinit's solution](#)

**375.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[KDVinit's solution](#)

**376.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**377.**

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[KDVinit's solution](#)

**378.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[KDVinit's solution](#)

**379.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · last AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**380.**

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

[KDVinit's solution](#)

**381.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**382.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[KDVinit's solution](#)

**383.**

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**384.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**385.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · last AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[KDVinit's solution](#)

**386.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**387.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**388.**

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**389.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[KDVinit's solution](#)

**390.**

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[KDVinit's solution](#)

**391.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[KDVinit's solution](#)

**392.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[KDVinit's solution](#)

**393.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[KDVinit's solution](#)

**394.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy,

implementation

[KDVinit's solution](#)

**395.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[KDVinit's solution](#)

**396.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[KDVinit's solution](#)

**397.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[KDVinit's solution](#)

**398.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**399.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[KDVinit's solution](#)

**400.**

1374B

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

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**401.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games

[KDVinit's solution](#)

**402.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**403.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[KDVinit's solution](#)

**404.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**405.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**406.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,388 global accepts · Rating: 900 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

**407.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[KDVinit's solution](#)

**408.**

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**409.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KDVinit's solution](#)

**410.**

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[KDVinit's solution](#)

**411.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**412.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**413.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KDVinit's solution](#)

**414.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,571 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[KDVinit's solution](#)

**415.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**416.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[KDVinit's solution](#)

#### 417.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings  
[KDVinit's solution](#)

#### 418.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[KDVinit's solution](#)

#### 419.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[KDVinit's solution](#)

#### 420.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[KDVinit's solution](#)

#### 421.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[KDVinit's solution](#)

#### 422.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,195 global accepts · Rating: 1000 · first AC: 2020-12-26 · last AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math  
[KDVinit's solution](#)

#### 423.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[KDVinit's solution](#)

#### 424.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,029 global accepts · Rating: 1000 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[KDVinit's solution](#)

#### 425.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[KDVinit's solution](#)

#### 426.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,953 global accepts · Rating: 1000 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[KDVinit's solution](#)

**427.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · last AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**428.**

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[KDVinit's solution](#)

**429.**

1620B

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

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[KDVinit's solution](#)

**430.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[KDVinit's solution](#)

**431.**

1613B

[Absent Remainder](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**432.**

1614B

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

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[KDVinit's solution](#)

**433.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**434.**

1589B

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

Rating: 1000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**435.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · last AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**436.**

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[KDVinit's solution](#)

**437.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[KDVinit's solution](#)

**438.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KDVinit's solution](#)

**439.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**440.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**441.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · last AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**442.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[KDVinit's solution](#)

**443.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[KDVinit's solution](#)

**444.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**445.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[KDVinit's solution](#)

**446.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**447.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[KDVinit's solution](#)

**448.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**449.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KDVinit's solution](#)

**450.**

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[KDVinit's solution](#)

**451.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[KDVinit's solution](#)

**452.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[KDVinit's solution](#)

**453.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · last AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[KDVinit's solution](#)

**454.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-08-16 · last AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[KDVinit's solution](#)

**455.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[KDVinit's solution](#)

**456.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[KDVinit's solution](#)

**457.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[KDVinit's solution](#)

**458.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[KDVinit's solution](#)

**459.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[KDVinit's solution](#)

**460.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**461.**

500A

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

Quality: 62,689 global accepts · Rating: 1000 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[KDVinit's solution](#)

**462.**

1474B

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

Quality: 40,329 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[KDVinit's solution](#)

**463.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**464.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[KDVinit's solution](#)

**465.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[KDVinit's solution](#)

**466.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[KDVinit's solution](#)

**467.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

**468.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**469.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[KDVinit's solution](#)

**470.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1000 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**471.**

1438B

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

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[KDVinit's solution](#)

**472.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**473.**

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[KDVinit's solution](#)

**474.**

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[KDVinit's solution](#)

**475.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[KDVinit's solution](#)

**476.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**477.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: strings

[KDVinit's solution](#)

**478.**

1419D1

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

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[KDVinit's solution](#)

**479.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[KDVinit's solution](#)

**480.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**481.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[KDVinit's solution](#)

**482.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**483.**

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

**484.**

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**485.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**486.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,917 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[KDVinit's solution](#)

**487.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[KDVinit's solution](#)

**488.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[KDVinit's solution](#)

**489.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[KDVinit's solution](#)

**490.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[KDVinit's solution](#)

**491.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[KDVinit's solution](#)

**492.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[KDVinit's solution](#)

**493.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math  
[KDVinit's solution](#)

**494.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[KDVinit's solution](#)

**495.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees  
[KDVinit's solution](#)

**496.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[KDVinit's solution](#)

**497.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[KDVinit's solution](#)

**498.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[KDVinit's solution](#)

**499.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[KDVinit's solution](#)

**500.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[KDVinit's solution](#)

**501.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[KDVinit's solution](#)

**502.**

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**503.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**504.**

1791G1

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Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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**505.**

1791E

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Quality: 41,284 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

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**506.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**507.**

1762B

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

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**508.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

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**509.**

1741C

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Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers  
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1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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1726B

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

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1722D

[Line](#) · [Tutorial](#)

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## 513.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
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1700B

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Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
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1685A

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1676E

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## 519.

1670B

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**520.**

1672C

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**521.**

1656B

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**522.**

1638B

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Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

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**523.**

1637B

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**524.**

1633C

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**525.**

1626B

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

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**526.**

1625B

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Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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**527.**

1624C

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Quality: 26,833 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[KDVinit's solution](#)

**528.**

1616B

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Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KDVinit's solution](#)

**529.**

1623B

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

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**530.**

1618C

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Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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**531.**

1327A

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[KDVinit's solution](#)

**532.**

1609B

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

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**533.**

1610B

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[KDVinit's solution](#)

**534.**

1606B

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**535.**

1604B

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**536.**

1593D1

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**537.**

1332A

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**538.**

1594B

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**539.**

1575A

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1579B

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Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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**541.**

1574B

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Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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1566D1

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1557B

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1547C

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1070K

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**546.**

1534B

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1529B

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**548.**

1523B

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**549.**

1509B

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1511C

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**551.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-13 · last AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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1506B

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**553.**

1496B

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**554.**

1492B

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Quality: 20,404 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

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**555.**

1490C

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**556.**

1335C

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**557.**

1481B

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Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**558.**

1478B

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**559.**

1304B

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**560.**

1471B

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[KDVinit's solution](#)

**561.**

1472C

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**562.**

1324C

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Quality: 30,514 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[KDVinit's solution](#)

**563.**

1324B

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**564.**

1342B

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Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-06 · last AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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**565.**

1426C

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Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-30 · last AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

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**566.**

1463A

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**567.**

1457B

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Rating: 1100 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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**568.**

1455C

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Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[KDVinit's solution](#)

**569.**

1262A

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Rating: 1100 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**570.**

1087B

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Rating: 1100 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**571.**

1435B

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**572.**

1421B

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**573.**

1428C

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**574.**

1417B

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Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

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**575.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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**576.**

1409B

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[KDVinit's solution](#)

**577.**

1213B

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Quality: 31,555 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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**578.**

1401B

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**579.**

1395B

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[KDVinit's solution](#)

**580.**

1334B

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**581.**

1382B

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**582.**

1375A

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Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**583.**

1370B

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Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
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**584.**

1255B

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**585.**

1366A

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**586.**

1333B

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**587.**

1365A

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**588.**

1360C

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**589.**

1263A

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**590.**

1345B

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**591.**

1288B

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**592.**

2021B

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Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number

theory

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**593.**

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

[KDVinit's solution](#)

**594.**

1870B

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

[KDVinit's solution](#)

**595.**

1859C

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Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[KDVinit's solution](#)

**596.**

1846D

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Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[KDVinit's solution](#)

**597.**

1846C

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Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

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**598.**

1843D

[Apple Tree](#) · [Tutorial](#)

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**599.**

1834C

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[KDVinit's solution](#)

**600.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[KDVinit's solution](#)

**601.**

1792B

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Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**602.**

1747C

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Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[KDVinit's solution](#)

**603.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,620 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[KDVinit's solution](#)

**604.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**605.**

1720C

[Corners](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**606.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,278 global accepts · Rating: 1200 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[KDVinit's solution](#)

**607.**

1681C

[Double Sort](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**608.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[KDVinit's solution](#)

**609.**

1656C

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

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

[KDVinit's solution](#)

**610.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**611.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[KDVinit's solution](#)

**612.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**613.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[KDVinit's solution](#)

**614.**

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[KDVinit's solution](#)

**615.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[KDVinit's solution](#)

**616.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
[KDVinit's solution](#)

**617.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[KDVinit's solution](#)

**618.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[KDVinit's solution](#)

**619.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-08 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[KDVinit's solution](#)

**620.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers  
[KDVinit's solution](#)

**621.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · last AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[KDVinit's solution](#)

**622.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[KDVinit's solution](#)

**623.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[KDVinit's solution](#)

**624.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[KDVinit's solution](#)

**625.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[KDVinit's solution](#)

**626.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[KDVinit's solution](#)

**627.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[KDVinit's solution](#)

**628.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**629.**

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KDVinit's solution](#)

**630.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

**631.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[KDVinit's solution](#)

**632.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,480 global accepts · Rating: 1200 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[KDVinit's solution](#)

**633.**

1527B1

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

Quality: 34,400 global accepts · Rating: 1200 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[KDVinit's solution](#)

**634.**

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · last AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[KDVinit's solution](#)

**635.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[KDVinit's solution](#)

**636.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,935 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[KDVinit's solution](#)

**637.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[KDVinit's solution](#)

**638.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[KDVinit's solution](#)

**639.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[KDVinit's solution](#)

**640.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,711 global accepts · Rating: 1200 · first AC: 2021-04-03 · last AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KDVinit's solution](#)

**641.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**642.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**643.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[KDVinit's solution](#)

**644.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[KDVinit's solution](#)

**645.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[KDVinit's solution](#)

**646.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,687 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[KDVinit's solution](#)

**647.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · last AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[KDVinit's solution](#)

**648.**

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[KDVinit's solution](#)

**649.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[KDVinit's solution](#)

**650.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings  
[KDVinit's solution](#)

**651.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-08-21 · last AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[KDVinit's solution](#)

**652.**

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2020-12-26 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[KDVinit's solution](#)

**653.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings  
[KDVinit's solution](#)

**654.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[KDVinit's solution](#)

**655.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-07-25 · last AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[KDVinit's solution](#)

**656.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**657.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**658.**

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**659.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**660.**

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**661.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-20 · last AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[KDVinit's solution](#)

**662.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**663.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[KDVinit's solution](#)

**664.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[KDVinit's solution](#)

**665.**

1406B

[Maximum Product](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**666.**

1409C

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

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

[KDVinit's solution](#)

**667.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[KDVinit's solution](#)

**668.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**669.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**670.**

1399C

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

Quality: 32,651 global accepts · Rating: 1200 · first AC: 2020-08-05 · last AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[KDVinit's solution](#)

**671.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**672.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**673.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**674.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[KDVinit's solution](#)

**675.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[KDVinit's solution](#)

**676.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[KDVinit's solution](#)

**677.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2020-06-03 · last AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[KDVinit's solution](#)

**678.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[KDVinit's solution](#)

**679.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[KDVinit's solution](#)

**680.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[KDVinit's solution](#)

**681.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[KDVinit's solution](#)

**682.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,766 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[KDVinit's solution](#)

**683.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**684.**

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[KDVinit's solution](#)

**685.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[KDVinit's solution](#)

**686.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[KDVinit's solution](#)

**687.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[KDVinit's solution](#)

**688.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**689.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[KDVinit's solution](#)

**690.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[KDVinit's solution](#)

**691.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[KDVinit's solution](#)

**692.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**693.**

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[KDVinit's solution](#)

**694.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[KDVinit's solution](#)

**695.**

1741D

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

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer,

graphs, sortings, trees

[KDVinit's solution](#)

**696.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[KDVinit's solution](#)

**697.**

1733C

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

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[KDVinit's solution](#)

**698.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[KDVinit's solution](#)

**699.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

**700.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**701.**

1676G

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

Quality: 24,002 global accepts · Rating: 1300 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[KDVinit's solution](#)

**702.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[KDVinit's solution](#)

**703.**

1667A

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

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

[KDVinit's solution](#)

**704.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[KDVinit's solution](#)

**705.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[KDVinit's solution](#)

**706.**

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[KDVinit's solution](#)

**707.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[KDVinit's solution](#)

**708.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[KDVinit's solution](#)

**709.**

1615B

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

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[KDVinit's solution](#)

**710.**

1617C

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

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

[KDVinit's solution](#)

**711.**

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[KDVinit's solution](#)

**712.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**713.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[KDVinit's solution](#)

**714.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KDVinit's solution](#)

**715.**

1604C

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

Rating: 1300 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[KDVinit's solution](#)

**716.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[KDVinit's solution](#)

**717.**

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[KDVinit's solution](#)

**718.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

**719.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[KDVinit's solution](#)

**720.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**721.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

**722.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[KDVinit's solution](#)

**723.**

1561B

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

Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

**724.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[KDVinit's solution](#)

**725.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[KDVinit's solution](#)

**726.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[KDVinit's solution](#)

**727.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[KDVinit's solution](#)

**728.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[KDVinit's solution](#)

**729.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2021-07-02 · PyPy 3 (first AC) · Tags: greedy

[KDVinit's solution](#)

**730.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · last AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[KDVinit's solution](#)

**731.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[KDVinit's solution](#)

**732.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KDVinit's solution](#)

**733.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[KDVinit's solution](#)

**734.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[KDVinit's solution](#)

**735.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · last AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[KDVinit's solution](#)

**736.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KDVinit's solution](#)

**737.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-08-16 · last AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[KDVinit's solution](#)

**738.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · last AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**739.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · last AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[KDVinit's solution](#)

**740.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**741.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[KDVinit's solution](#)

**742.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-05-28 · last AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[KDVinit's solution](#)

**743.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2021-01-10 · last AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[KDVinit's solution](#)

**744.**

1471C

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

Rating: 1300 · first AC: 2021-01-05 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[KDVinit's solution](#)

**745.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,828 global accepts · Rating: 1300 · first AC: 2020-04-24 · last AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[KDVinit's solution](#)

**746.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[KDVinit's solution](#)

**747.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[KDVinit's solution](#)

**748.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KDVinit's solution](#)

**749.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[KDVinit's solution](#)

**750.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[KDVinit's solution](#)

**751.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · last AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

**752.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[KDVinit's solution](#)

**753.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[KDVinit's solution](#)

**754.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · last AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[KDVinit's solution](#)

**755.**

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**756.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[KDVinit's solution](#)

**757.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[KDVinit's solution](#)

**758.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[KDVinit's solution](#)

**759.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,391 global accepts · Rating: 1300 · first AC: 2020-07-11 · last AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[KDVinit's solution](#)

**760.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[KDVinit's solution](#)

**761.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[KDVinit's solution](#)

**762.**

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[KDVinit's solution](#)

**763.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[KDVinit's solution](#)

**764.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**765.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[KDVinit's solution](#)

**766.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[KDVinit's solution](#)

**767.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**768.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**769.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-25 · last AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**770.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[KDVinit's solution](#)

**771.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[KDVinit's solution](#)

**772.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[KDVinit's solution](#)

**773.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**774.**

1294C

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

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[KDVinit's solution](#)

**775.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**776.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**777.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[KDVinit's solution](#)

**778.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[KDVinit's solution](#)

**779.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[KDVinit's solution](#)

**780.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[KDVinit's solution](#)

**781.**

1887A1

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

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

[KDVinit's solution](#)

**782.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**783.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**784.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[KDVinit's solution](#)

**785.**

1840D

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

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[KDVinit's solution](#)

**786.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[KDVinit's solution](#)

**787.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**788.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[KDVinit's solution](#)

**789.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**790.**

1762C

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

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

[KDVinit's solution](#)

**791.**

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[KDVinit's solution](#)

**792.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**793.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[KDVinit's solution](#)

**794.**

1733D1

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

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

[KDVinit's solution](#)

**795.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[KDVinit's solution](#)

**796.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[KDVinit's solution](#)

**797.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KDVinit's solution](#)

**798.**

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

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**799.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1400 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

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**800.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**801.**

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

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**802.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**803.**

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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**804.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[KDVinit's solution](#)

**805.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**806.**

1670C

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

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

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**807.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[KDVinit's solution](#)

**808.**

1648A

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Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[KDVinit's solution](#)

**809.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · last AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[KDVinit's solution](#)

**810.**

1628A

[Meximum Array](#) · [Tutorial](#)

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

**811.**

1627C

[Not Assigning](#) · [Tutorial](#)

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

**812.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings  
[KDVinit's solution](#)

**813.**

1609C

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

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

**814.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[KDVinit's solution](#)

**815.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: interactive  
[KDVinit's solution](#)

**816.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar  
[KDVinit's solution](#)

**817.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · last AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[KDVinit's solution](#)

**818.**

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · last AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[KDVinit's solution](#)

**819.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-24 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[KDVinit's solution](#)

**820.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[KDVinit's solution](#)

**821.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[KDVinit's solution](#)

**822.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,029 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[KDVinit's solution](#)

**823.**

1548A

[Web of Lies](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**824.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[KDVinit's solution](#)

**825.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[KDVinit's solution](#)

**826.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[KDVinit's solution](#)

**827.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**828.**

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,860 global accepts · Rating: 1400 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[KDVinit's solution](#)

**829.**

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[KDVinit's solution](#)

**830.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[KDVinit's solution](#)

**831.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**832.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[KDVinit's solution](#)

**833.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[KDVinit's solution](#)

**834.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-20 · last AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[KDVinit's solution](#)

**835.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[KDVinit's solution](#)

**836.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[KDVinit's solution](#)

**837.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[KDVinit's solution](#)

**838.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[KDVinit's solution](#)

**839.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[KDVinit's solution](#)

**840.**

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[KDVinit's solution](#)

**841.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · last AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[KDVinit's solution](#)

**842.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[KDVinit's solution](#)

**843.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KDVinit's solution](#)

**844.**

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KDVinit's solution](#)

**845.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[KDVinit's solution](#)

**846.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**847.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-05-28 · last AC: 2021-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[KDVinit's solution](#)

**848.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-05-03 · last AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[KDVinit's solution](#)

**849.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[KDVinit's solution](#)

**850.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-05-09 · last AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings  
[KDVinit's solution](#)

**851.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[KDVinit's solution](#)

**852.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,497 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[KDVinit's solution](#)

**853.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · last AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[KDVinit's solution](#)

**854.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[KDVinit's solution](#)

**855.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[KDVinit's solution](#)

**856.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[KDVinit's solution](#)

**857.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings  
[KDVinit's solution](#)

**858.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[KDVinit's solution](#)

**859.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · last AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[KDVinit's solution](#)

**860.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-03 · last AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[KDVinit's solution](#)

**861.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[KDVinit's solution](#)

**862.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[KDVinit's solution](#)

**863.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**864.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2020-09-03 · last AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[KDVinit's solution](#)

**865.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[KDVinit's solution](#)

**866.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[KDVinit's solution](#)

**867.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[KDVinit's solution](#)

**868.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**869.**

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[KDVinit's solution](#)

**870.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,087 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[KDVinit's solution](#)

**871.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · last AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[KDVinit's solution](#)

**872.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[KDVinit's solution](#)

**873.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,982 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[KDVinit's solution](#)

**874.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[KDVinit's solution](#)

**875.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[KDVinit's solution](#)

**876.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[KDVinit's solution](#)

**877.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[KDVinit's solution](#)

**878.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**879.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-05-14 · last AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[KDVinit's solution](#)

**880.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

**881.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KDVinit's solution](#)

**882.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-05-05 · last AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**883.**

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[KDVinit's solution](#)

**884.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KDVinit's solution](#)

**885.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**886.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[KDVinit's solution](#)

**887.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[KDVinit's solution](#)

**888.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[KDVinit's solution](#)

**889.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[KDVinit's solution](#)

**890.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[KDVinit's solution](#)

**891.**

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[KDVinit's solution](#)

**892.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[KDVinit's solution](#)

**893.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**894.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KDVinit's solution](#)

**895.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[KDVinit's solution](#)

**896.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[KDVinit's solution](#)

**897.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[KDVinit's solution](#)

**898.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[KDVinit's solution](#)

**899.**

1739C

[Card Game](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**900.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[KDVinit's solution](#)

**901.**

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[KDVinit's solution](#)

**902.**

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[KDVinit's solution](#)

**903.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[KDVinit's solution](#)

**904.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[KDVinit's solution](#)

**905.**

1621B

[Integers Shop](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**906.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[KDVinit's solution](#)

**907.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[KDVinit's solution](#)

**908.**

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees  
[KDVinit's solution](#)

**909.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[KDVinit's solution](#)

**910.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[KDVinit's solution](#)

**911.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**912.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · last AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

**913.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**914.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[KDVinit's solution](#)

**915.**

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[KDVinit's solution](#)

**916.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[KDVinit's solution](#)

**917.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[KDVinit's solution](#)

**918.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[KDVinit's solution](#)

**919.**

1546C

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

Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[KDVinit's solution](#)

**920.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KDVinit's solution](#)

**921.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**922.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KDVinit's solution](#)

**923.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[KDVinit's solution](#)

**924.**

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**925.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

**926.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2020-11-28 · last AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[KDVinit's solution](#)

**927.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,461 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[KDVinit's solution](#)

**928.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[KDVinit's solution](#)

**929.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[KDVinit's solution](#)

**930.**

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[KDVinit's solution](#)

**931.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · last AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[KDVinit's solution](#)

**932.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[KDVinit's solution](#)

**933.**

1101C

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

Quality: 12,033 global accepts · Rating: 1500 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[KDVinit's solution](#)

**934.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[KDVinit's solution](#)

**935.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**936.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**937.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · last AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[KDVinit's solution](#)

**938.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[KDVinit's solution](#)

**939.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[KDVinit's solution](#)

**940.**

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2020-09-04 · last AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[KDVinit's solution](#)

**941.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[KDVinit's solution](#)

**942.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[KDVinit's solution](#)

**943.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[KDVinit's solution](#)

**944.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[KDVinit's solution](#)

**945.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[KDVinit's solution](#)

**946.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

**947.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[KDVinit's solution](#)

**948.**

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**949.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**950.**

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[KDVinit's solution](#)

**951.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-08-21 · last AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[KDVinit's solution](#)

**952.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2020-05-08 · last AC: 2021-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[KDVinit's solution](#)

**953.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**954.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-04-18 · last AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KDVinit's solution](#)

**955.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-06-12 · last AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[KDVinit's solution](#)

**956.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[KDVinit's solution](#)

**957.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[KDVinit's solution](#)

**958.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[KDVinit's solution](#)

**959.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**960.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**961.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[KDVinit's solution](#)

**962.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KDVinit's solution](#)

**963.**

1180C

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

Rating: 1500 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[KDVinit's solution](#)

**964.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**965.**

1408C

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

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

[KDVinit's solution](#)

**966.**

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[KDVinit's solution](#)

**967.**

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KDVinit's solution](#)

**968.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[KDVinit's solution](#)

**969.**

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[KDVinit's solution](#)

**970.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[KDVinit's solution](#)

**971.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[KDVinit's solution](#)

**972.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers  
[KDVinit's solution](#)

**973.**

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[KDVinit's solution](#)

**974.**

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · last AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[KDVinit's solution](#)

**975.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[KDVinit's solution](#)

**976.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, sortings  
[KDVinit's solution](#)

**977.**

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math  
[KDVinit's solution](#)

**978.**

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[KDVinit's solution](#)

**979.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math  
[KDVinit's solution](#)

**980.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings  
[KDVinit's solution](#)

**981.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[KDVinit's solution](#)

**982.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers  
[KDVinit's solution](#)

**983.**

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[KDVinit's solution](#)

**984.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory  
[KDVinit's solution](#)

**985.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[KDVinit's solution](#)

**986.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[KDVinit's solution](#)

**987.**

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[KDVinit's solution](#)

**988.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[KDVinit's solution](#)

**989.**

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle  
[KDVinit's solution](#)

**990.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[KDVinit's solution](#)

**991.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[KDVinit's solution](#)

**992.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[KDVinit's solution](#)

**993.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-05-06 · last AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[KDVinit's solution](#)

**994.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[KDVinit's solution](#)

**995.**

1341C

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

Rating: 1500 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**996.**

1323B

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

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[KDVinit's solution](#)

**997.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[KDVinit's solution](#)

**998.**

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[KDVinit's solution](#)

**999.**

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[KDVinit's solution](#)

**1000.**

1811D

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

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[KDVinit's solution](#)**1001.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)**1002.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[KDVinit's solution](#)**1003.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)**1004.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[KDVinit's solution](#)**1005.**

1741E

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

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KDVinit's solution](#)**1006.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[KDVinit's solution](#)**1007.**

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[KDVinit's solution](#)**1008.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[KDVinit's solution](#)**1009.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[KDVinit's solution](#)

**1010.**

1688D

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

Rating: 1600 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[KDVinit's solution](#)

**1011.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[KDVinit's solution](#)

**1012.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[KDVinit's solution](#)

**1013.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[KDVinit's solution](#)

**1014.**

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[KDVinit's solution](#)

**1015.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[KDVinit's solution](#)

**1016.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · last AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

**1017.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[KDVinit's solution](#)

**1018.**

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[KDVinit's solution](#)

**1019.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[KDVinit's solution](#)

**1020.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math  
[KDVinit's solution](#)

**1021.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[KDVinit's solution](#)

**1022.**

1609D

[Social Network](#) · [Tutorial](#)

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

**1023.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[KDVinit's solution](#)

**1024.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[KDVinit's solution](#)

**1025.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · last AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[KDVinit's solution](#)

**1026.**

1604D

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

Rating: 1600 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[KDVinit's solution](#)

**1027.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[KDVinit's solution](#)

**1028.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[KDVinit's solution](#)

**1029.**

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees  
[KDVinit's solution](#)

**1030.**

1566D2

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

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

[KDVinit's solution](#)

**1031.**

1567C

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

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

[KDVinit's solution](#)

**1032.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[KDVinit's solution](#)

**1033.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**1034.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[KDVinit's solution](#)

**1035.**

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[KDVinit's solution](#)

**1036.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[KDVinit's solution](#)

**1037.**

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · last AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[KDVinit's solution](#)

**1038.**

1529C

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

Rating: 1600 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[KDVinit's solution](#)

**1039.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · last AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[KDVinit's solution](#)

**1040.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[KDVinit's solution](#)

**1041.**

1527C

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math  
[KDVinit's solution](#)

**1042.**

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[KDVinit's solution](#)

**1043.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees  
[KDVinit's solution](#)

**1044.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[KDVinit's solution](#)

**1045.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games  
[KDVinit's solution](#)

**1046.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers  
[KDVinit's solution](#)

**1047.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[KDVinit's solution](#)

**1048.**

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[KDVinit's solution](#)

**1049.**

1526C2

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

Quality: 29,732 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[KDVinit's solution](#)

**1050.**

1336A

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

Quality: 24,666 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[KDVinit's solution](#)

### 1051.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-01 · last AC: 2021-05-21 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[KDVinit's solution](#)

### 1052.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[KDVinit's solution](#)

### 1053.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[KDVinit's solution](#)

### 1054.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[KDVinit's solution](#)

### 1055.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[KDVinit's solution](#)

### 1056.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[KDVinit's solution](#)

### 1057.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[KDVinit's solution](#)

### 1058.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

### 1059.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · last AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[KDVinit's solution](#)

### 1060.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory

[KDVinit's solution](#)

**1061.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · last AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[KDVinit's solution](#)

**1062.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**1063.**

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2020-05-03 · last AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**1064.**

1213D2

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

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2020-09-04 · last AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[KDVinit's solution](#)

**1065.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[KDVinit's solution](#)

**1066.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[KDVinit's solution](#)

**1067.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[KDVinit's solution](#)

**1068.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[KDVinit's solution](#)

**1069.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[KDVinit's solution](#)

**1070.**

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[KDVinit's solution](#)

**1071.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings  
[KDVinit's solution](#)

**1072.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[KDVinit's solution](#)

**1073.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · last AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers  
[KDVinit's solution](#)

**1074.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[KDVinit's solution](#)

**1075.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[KDVinit's solution](#)

**1076.**

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[KDVinit's solution](#)

**1077.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[KDVinit's solution](#)

**1078.**

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings  
[KDVinit's solution](#)

**1079.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[KDVinit's solution](#)

**1080.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[KDVinit's solution](#)

**1081.**

1262D1

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

Rating: 1600 · first AC: 2020-11-28 · last AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[KDVinit's solution](#)

**1082.**

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KDVinit's solution](#)

**1083.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[KDVinit's solution](#)

**1084.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[KDVinit's solution](#)

**1085.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[KDVinit's solution](#)

**1086.**

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**1087.**

1243B2

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Quality: 7,307 global accepts · Rating: 1600 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: strings

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**1088.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

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**1089.**

1397C

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Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**1090.**

1398C

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**1091.**

1303C

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**1092.**

1395C

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**1093.**

1389B

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**1094.**

1334C

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**1095.**

1371D

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**1096.**

1374E1

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**1097.**

1373D

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Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

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**1098.**

1255C

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**1099.**

1363C

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Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

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**1100.**

1358C

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Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math

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**1101.**

1290A

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Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

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**1102.**

1353D

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**1103.**

1350C

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Rating: 1600 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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**1104.**

1282B2

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Quality: 11,009 global accepts · Rating: 1600 · first AC: 2020-05-10 · last AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

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**1105.**

1352G

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Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**1106.**

1345C

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**1107.**

1348C

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**1108.**

1342C

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**1109.**

1893B

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**1110.**

1889B

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**1111.**

1884C

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Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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**1112.**

1868B1

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**1113.**

1864D

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**1114.**

1835A

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**1115.**

1833F

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**1116.**

1792D

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1777C

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**1118.**

1783C

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1765D

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1148C

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1722F

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**1122.**

1714G

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1692H

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Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

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**1124.**

1700C

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**1125.**

1695C

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Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

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**1126.**

1693B

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**1127.**

1690F

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1687B

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**1129.**

1688E

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Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

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**1130.**

1688C

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1681D

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1684D

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1677B

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1672D

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1661C

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[KDVinit's solution](#)**1136.**

1660F1

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[KDVinit's solution](#)**1137.**

1658C

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[KDVinit's solution](#)**1138.**

1628B

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[KDVinit's solution](#)**1139.**

1626C

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[KDVinit's solution](#)**1140.**

1625C

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Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KDVinit's solution](#)**1141.**

1621C

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

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**1142.**

1619E

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Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

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**1143.**

1618E

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**1144.**

1608C

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**1145.**

1611E1

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[KDVinit's solution](#)

**1146.**

1586C

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Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

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**1147.**

1332D

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**1148.**

1594D

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**1149.**

1598D

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**1150.**

1592C

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**1151.**

1578H

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Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**1152.**

1580A

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Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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1581C

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Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[KDVinit's solution](#)**1154.**

1579F

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1579E2

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1557C

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1562D1

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1561D1

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[KDVinit's solution](#)**1159.**

1554B

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[KDVinit's solution](#)**1160.**

1551D1

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[KDVinit's solution](#)**1161.**

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

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**1162.**

1543D1

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Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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**1163.**

1176E

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Quality: 13,568 global accepts · Rating: 1700 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

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**1164.**

118D

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1465C

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Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[KDVinit's solution](#)

**1166.**

1537D

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[KDVinit's solution](#)

**1167.**

102348D

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**1168.**

427C

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**1169.**

1472E

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Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · last AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

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**1170.**

1528B

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**1171.**

295B

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**1172.**

1529D

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Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

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**1173.**

1538D

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1216C

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**1175.**

1336B

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1512G

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**1178.**

1504D

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**1179.**

1503B

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Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

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**1180.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[KDVinit's solution](#)

**1181.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[KDVinit's solution](#)

**1182.**

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**1183.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[KDVinit's solution](#)

**1184.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[KDVinit's solution](#)

**1185.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-23 · last AC: 2021-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[KDVinit's solution](#)

**1186.**

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[KDVinit's solution](#)

**1187.**

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[KDVinit's solution](#)

**1188.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[KDVinit's solution](#)

**1189.**

1478C

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

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[KDVinit's solution](#)

**1190.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[KDVinit's solution](#)

**1191.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[KDVinit's solution](#)

**1192.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[KDVinit's solution](#)

**1193.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[KDVinit's solution](#)

**1194.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-05-08 · last AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[KDVinit's solution](#)

**1195.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

**1196.**

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KDVinit's solution](#)

**1197.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-05-09 · last AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[KDVinit's solution](#)

**1198.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[KDVinit's solution](#)

**1199.**

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2021-01-04 · last AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[KDVinit's solution](#)

**1200.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[KDVinit's solution](#)

**1201.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[KDVinit's solution](#)

## 1202.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[KDVinit's solution](#)

## 1203.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

## 1204.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[KDVinit's solution](#)

## 1205.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

## 1206.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

## 1207.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[KDVinit's solution](#)

## 1208.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · last AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[KDVinit's solution](#)

## 1209.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[KDVinit's solution](#)

## 1210.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[KDVinit's solution](#)

## 1211.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · last AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[KDVinit's solution](#)

**1212.**

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[KDVinit's solution](#)

**1213.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[KDVinit's solution](#)

**1214.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[KDVinit's solution](#)

**1215.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

**1216.**

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[KDVinit's solution](#)

**1217.**

1384C

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

Rating: 1700 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[KDVinit's solution](#)

**1218.**

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[KDVinit's solution](#)

**1219.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,657 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[KDVinit's solution](#)

**1220.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KDVinit's solution](#)

**1221.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[KDVinit's solution](#)

**1222.**

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[KDVinit's solution](#)

### 1223.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[KDVinit's solution](#)

### 1224.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-26 · last AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[KDVinit's solution](#)

### 1225.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[KDVinit's solution](#)

### 1226.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[KDVinit's solution](#)

### 1227.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[KDVinit's solution](#)

### 1228.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[KDVinit's solution](#)

### 1229.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[KDVinit's solution](#)

### 1230.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[KDVinit's solution](#)

### 1231.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[KDVinit's solution](#)

### 1232.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[KDVinit's solution](#)

### 1233.

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

[KDVinit's solution](#)

### 1234.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[KDVinit's solution](#)

### 1235.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[KDVinit's solution](#)

### 1236.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[KDVinit's solution](#)

### 1237.

1728D

[Letter Picking](#) · [Tutorial](#)

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

[KDVinit's solution](#)

### 1238.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KDVinit's solution](#)

### 1239.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[KDVinit's solution](#)

### 1240.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[KDVinit's solution](#)

### 1241.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[KDVinit's solution](#)

**1242.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[KDVinit's solution](#)

**1243.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[KDVinit's solution](#)

**1244.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[KDVinit's solution](#)

**1245.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[KDVinit's solution](#)

**1246.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[KDVinit's solution](#)

**1247.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[KDVinit's solution](#)

**1248.**

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[KDVinit's solution](#)

**1249.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[KDVinit's solution](#)

**1250.**

1611F

[ATM and Students](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**1251.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[KDVinit's solution](#)

**1252.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[KDVinit's solution](#)

**1253.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[KDVinit's solution](#)

**1254.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · last AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[KDVinit's solution](#)

**1255.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[KDVinit's solution](#)

**1256.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[KDVinit's solution](#)

**1257.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KDVinit's solution](#)

**1258.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[KDVinit's solution](#)

**1259.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[KDVinit's solution](#)

**1260.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[KDVinit's solution](#)

**1261.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[KDVinit's solution](#)

**1262.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[KDVinit's solution](#)

**1263.**

1207D

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

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[KDVinit's solution](#)

**1264.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · last AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[KDVinit's solution](#)

**1265.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[KDVinit's solution](#)

**1266.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[KDVinit's solution](#)

**1267.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[KDVinit's solution](#)

**1268.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[KDVinit's solution](#)

**1269.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[KDVinit's solution](#)

**1270.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-17 · last AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

**1271.**

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[KDVinit's solution](#)

**1272.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KDVinit's solution](#)

**1273.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation, shortest paths

[KDVinit's solution](#)

**1274.**

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, number theory

[KDVinit's solution](#)

**1275.**

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[KDVinit's solution](#)

**1276.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[KDVinit's solution](#)

**1277.**

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[KDVinit's solution](#)

**1278.**

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[KDVinit's solution](#)

**1279.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[KDVinit's solution](#)

**1280.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[KDVinit's solution](#)

**1281.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[KDVinit's solution](#)

**1282.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Quality: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KDVinit's solution](#)

**1283.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KDVinit's solution](#)

**1284.**

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[KDVinit's solution](#)

**1285.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[KDVinit's solution](#)

**1286.**

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[KDVinit's solution](#)

**1287.**

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[KDVinit's solution](#)

**1288.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-01-04 · last AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[KDVinit's solution](#)

**1289.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[KDVinit's solution](#)

**1290.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[KDVinit's solution](#)

**1291.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[KDVinit's solution](#)

**1292.**

1462F

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

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[KDVinit's solution](#)

**1293.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers  
[KDVinit's solution](#)

**1294.**

1262D2

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

Rating: 1800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings  
[KDVinit's solution](#)

**1295.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-11-28 · last AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[KDVinit's solution](#)

**1296.**

1447D

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

Rating: 1800 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[KDVinit's solution](#)

**1297.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[KDVinit's solution](#)

**1298.**

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math  
[KDVinit's solution](#)

**1299.**

1443D

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

Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[KDVinit's solution](#)

**1300.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[KDVinit's solution](#)

**1301.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation  
[KDVinit's solution](#)

**1302.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[KDVinit's solution](#)

### 1303.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[KDVinit's solution](#)

### 1304.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-26 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[KDVinit's solution](#)

### 1305.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[KDVinit's solution](#)

### 1306.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[KDVinit's solution](#)

### 1307.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[KDVinit's solution](#)

### 1308.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[KDVinit's solution](#)

### 1309.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

### 1310.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[KDVinit's solution](#)

### 1311.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[KDVinit's solution](#)

### 1312.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · last AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[KDVinit's solution](#)

### 1313.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-15 · last AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[KDVinit's solution](#)

### 1314.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-13 · last AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings

[KDVinit's solution](#)

### 1315.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[KDVinit's solution](#)

### 1316.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KDVinit's solution](#)

### 1317.

1255E1

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

Rating: 1800 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[KDVinit's solution](#)

### 1318.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

### 1319.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[KDVinit's solution](#)

### 1320.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[KDVinit's solution](#)

### 1321.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[KDVinit's solution](#)

### 1322.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**1323.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[KDVinit's solution](#)

**1324.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[KDVinit's solution](#)

**1325.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[KDVinit's solution](#)

**1326.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[KDVinit's solution](#)

**1327.**

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[KDVinit's solution](#)

**1328.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[KDVinit's solution](#)

**1329.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**1330.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[KDVinit's solution](#)

**1331.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[KDVinit's solution](#)

**1332.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[KDVinit's solution](#)

**1333.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[KDVinit's solution](#)

**1334.**

1714F

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

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[KDVinit's solution](#)

**1335.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[KDVinit's solution](#)

**1336.**

1696D

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

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

[KDVinit's solution](#)

**1337.**

1700D

[River Locks](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**1338.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[KDVinit's solution](#)

**1339.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[KDVinit's solution](#)

**1340.**

1677C

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

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

[KDVinit's solution](#)

**1341.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[KDVinit's solution](#)

**1342.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[KDVinit's solution](#)

### 1343.

1656D

[K-good](#) · [Tutorial](#)

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

[KDVinit's solution](#)

### 1344.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[KDVinit's solution](#)

### 1345.

1627D

[Not Adding](#) · [Tutorial](#)

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

[KDVinit's solution](#)

### 1346.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[KDVinit's solution](#)

### 1347.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[KDVinit's solution](#)

### 1348.

1591D

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

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

[KDVinit's solution](#)

### 1349.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[KDVinit's solution](#)

### 1350.

1611E2

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

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

[KDVinit's solution](#)

### 1351.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[KDVinit's solution](#)

### 1352.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[KDVinit's solution](#)

### 1353.

1569D

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

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

[KDVinit's solution](#)

### 1354.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-14 · last AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[KDVinit's solution](#)

### 1355.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[KDVinit's solution](#)

### 1356.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[KDVinit's solution](#)

### 1357.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[KDVinit's solution](#)

### 1358.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

### 1359.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

### 1360.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[KDVinit's solution](#)

### 1361.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[KDVinit's solution](#)

**1362.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[KDVinit's solution](#)

**1363.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math  
[KDVinit's solution](#)

**1364.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[KDVinit's solution](#)

**1365.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,880 global accepts · Rating: 1900 · first AC: 2021-05-20 · last AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[KDVinit's solution](#)

**1366.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1900 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[KDVinit's solution](#)

**1367.**

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[KDVinit's solution](#)

**1368.**

1509D

[Binary Literature](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[KDVinit's solution](#)

**1369.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[KDVinit's solution](#)

**1370.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-29 · last AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation  
[KDVinit's solution](#)

**1371.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[KDVinit's solution](#)

**1372.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[KDVinit's solution](#)

**1373.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[KDVinit's solution](#)

**1374.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[KDVinit's solution](#)

**1375.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[KDVinit's solution](#)

**1376.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[KDVinit's solution](#)

**1377.**

1478E

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

Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[KDVinit's solution](#)

**1378.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[KDVinit's solution](#)

**1379.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[KDVinit's solution](#)

**1380.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[KDVinit's solution](#)

**1381.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[KDVinit's solution](#)

**1382.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[KDVinit's solution](#)

**1383.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**1384.**

1471D

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

Rating: 1900 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[KDVinit's solution](#)

**1385.**

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[KDVinit's solution](#)

**1386.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[KDVinit's solution](#)

**1387.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[KDVinit's solution](#)

**1388.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[KDVinit's solution](#)

**1389.**

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KDVinit's solution](#)

**1390.**

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[KDVinit's solution](#)

**1391.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[KDVinit's solution](#)

**1392.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-19 · last AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[KDVinit's solution](#)

**1393.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[KDVinit's solution](#)

**1394.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[KDVinit's solution](#)

**1395.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[KDVinit's solution](#)

**1396.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[KDVinit's solution](#)

**1397.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[KDVinit's solution](#)

**1398.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-27 · last AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[KDVinit's solution](#)

**1399.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[KDVinit's solution](#)

**1400.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[KDVinit's solution](#)

**1401.**

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[KDVinit's solution](#)

**1402.**

1384B1

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[KDVinit's solution](#)

**1403.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[KDVinit's solution](#)

#### 1404.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-09 · last AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[KDVinit's solution](#)

#### 1405.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[KDVinit's solution](#)

#### 1406.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

#### 1407.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[KDVinit's solution](#)

#### 1408.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[KDVinit's solution](#)

#### 1409.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[KDVinit's solution](#)

#### 1410.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[KDVinit's solution](#)

#### 1411.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[KDVinit's solution](#)

#### 1412.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

#### 1413.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
[KDVinit's solution](#)

#### 1414.

1741F

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

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

[KDVinit's solution](#)

#### 1415.

1733D2

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

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

[KDVinit's solution](#)

#### 1416.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[KDVinit's solution](#)

#### 1417.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[KDVinit's solution](#)

#### 1418.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[KDVinit's solution](#)

#### 1419.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

#### 1420.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[KDVinit's solution](#)

#### 1421.

1685B

[Linguistics](#) · [Tutorial](#)

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

[KDVinit's solution](#)

#### 1422.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[KDVinit's solution](#)

#### 1423.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[KDVinit's solution](#)

### 1424.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[KDVinit's solution](#)

### 1425.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[KDVinit's solution](#)

### 1426.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[KDVinit's solution](#)

### 1427.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · last AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[KDVinit's solution](#)

### 1428.

1632D

[New Year Concert](#) · [Tutorial](#)

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

[KDVinit's solution](#)

### 1429.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[KDVinit's solution](#)

### 1430.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[KDVinit's solution](#)

### 1431.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[KDVinit's solution](#)

### 1432.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[KDVinit's solution](#)

### 1433.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[KDVinit's solution](#)

### 1434.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-21 · last AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[KDVinit's solution](#)

### 1435.

1619F

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

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[KDVinit's solution](#)

### 1436.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[KDVinit's solution](#)

### 1437.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[KDVinit's solution](#)

### 1438.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[KDVinit's solution](#)

### 1439.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[KDVinit's solution](#)

### 1440.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · last AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[KDVinit's solution](#)

### 1441.

1589D

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

Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[KDVinit's solution](#)

### 1442.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[KDVinit's solution](#)

### 1443.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[KDVinit's solution](#)

#### 1444.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[KDVinit's solution](#)

#### 1445.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KDVinit's solution](#)

#### 1446.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

#### 1447.

1561E

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

Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

#### 1448.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[KDVinit's solution](#)

#### 1449.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[KDVinit's solution](#)

#### 1450.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-06-18 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[KDVinit's solution](#)

#### 1451.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2021-06-17 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[KDVinit's solution](#)

#### 1452.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[KDVinit's solution](#)

#### 1453.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[KDVinit's solution](#)

#### 1454.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · last AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[KDVinit's solution](#)

#### 1455.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[KDVinit's solution](#)

#### 1456.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[KDVinit's solution](#)

#### 1457.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[KDVinit's solution](#)

#### 1458.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[KDVinit's solution](#)

#### 1459.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[KDVinit's solution](#)

#### 1460.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[KDVinit's solution](#)

#### 1461.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KDVinit's solution](#)

#### 1462.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[KDVinit's solution](#)

**1463.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[KDVinit's solution](#)

**1464.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[KDVinit's solution](#)

**1465.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[KDVinit's solution](#)

**1466.**

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[KDVinit's solution](#)

**1467.**

1199E

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

Rating: 2000 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[KDVinit's solution](#)

**1468.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-01 · last AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[KDVinit's solution](#)

**1469.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[KDVinit's solution](#)

**1470.**

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**1471.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings, strings

[KDVinit's solution](#)

**1472.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[KDVinit's solution](#)

**1473.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[KDVinit's solution](#)

**1474.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[KDVinit's solution](#)

**1475.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math

[KDVinit's solution](#)

**1476.**

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-15 · last AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[KDVinit's solution](#)

**1477.**

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-14 · last AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**1478.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[KDVinit's solution](#)

**1479.**

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

[KDVinit's solution](#)

**1480.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[KDVinit's solution](#)

**1481.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[KDVinit's solution](#)

**1482.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[KDVinit's solution](#)

**1483.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-22 · last AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[KDVinit's solution](#)

**1484.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[KDVinit's solution](#)

**1485.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[KDVinit's solution](#)

**1486.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[KDVinit's solution](#)

**1487.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[KDVinit's solution](#)

**1488.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[KDVinit's solution](#)

**1489.**

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[KDVinit's solution](#)

**1490.**

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[KDVinit's solution](#)

**1491.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[KDVinit's solution](#)

**1492.**

1626D

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

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

[KDVinit's solution](#)

**1493.**

1621D

[The Winter Hike](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**1494.**

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[KDVinit's solution](#)

**1495.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · last AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[KDVinit's solution](#)

**1496.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[KDVinit's solution](#)

**1497.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[KDVinit's solution](#)

**1498.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[KDVinit's solution](#)

**1499.**

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[KDVinit's solution](#)

**1500.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[KDVinit's solution](#)

**1501.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[KDVinit's solution](#)

**1502.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[KDVinit's solution](#)

**1503.**

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2021-06-18 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[KDVinit's solution](#)

**1504.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[KDVinit's solution](#)

**1505.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[KDVinit's solution](#)

**1506.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[KDVinit's solution](#)

**1507.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[KDVinit's solution](#)

**1508.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[KDVinit's solution](#)

**1509.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[KDVinit's solution](#)

**1510.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[KDVinit's solution](#)

**1511.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1512.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[KDVinit's solution](#)

### 1513.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · last AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[KDVinit's solution](#)

### 1514.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · last AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

### 1515.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[KDVinit's solution](#)

### 1516.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[KDVinit's solution](#)

### 1517.

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[KDVinit's solution](#)

### 1518.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[KDVinit's solution](#)

### 1519.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

### 1520.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[KDVinit's solution](#)

### 1521.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[KDVinit's solution](#)

### 1522.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[KDVinit's solution](#)

**1523.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[KDVinit's solution](#)

**1524.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

**1525.**

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[KDVinit's solution](#)

**1526.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KDVinit's solution](#)

**1527.**

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[KDVinit's solution](#)

**1528.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp, greedy, trees

[KDVinit's solution](#)

**1529.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[KDVinit's solution](#)

**1530.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[KDVinit's solution](#)

**1531.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · last AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[KDVinit's solution](#)

**1532.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-21 · last AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[KDVinit's solution](#)

**1533.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[KDVinit's solution](#)

**1534.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[KDVinit's solution](#)

**1535.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[KDVinit's solution](#)

**1536.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[KDVinit's solution](#)

**1537.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[KDVinit's solution](#)

**1538.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[KDVinit's solution](#)

**1539.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[KDVinit's solution](#)

**1540.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[KDVinit's solution](#)

**1541.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[KDVinit's solution](#)

**1542.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[KDVinit's solution](#)

**1543.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[KDVinit's solution](#)

**1544.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[KDVinit's solution](#)

**1545.**

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[KDVinit's solution](#)

**1546.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[KDVinit's solution](#)

**1547.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[KDVinit's solution](#)

**1548.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[KDVinit's solution](#)

**1549.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[KDVinit's solution](#)

**1550.**

1630C

[Paint the Middle](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**1551.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · last AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[KDVinit's solution](#)

**1552.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs,

trees

[KDVinit's solution](#)

**1553.**

1618G

[Trader Problem](#) · [Tutorial](#)

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

[KDVinit's solution](#)

**1554.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[KDVinit's solution](#)

**1555.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[KDVinit's solution](#)

**1556.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KDVinit's solution](#)

**1557.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[KDVinit's solution](#)

**1558.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[KDVinit's solution](#)

**1559.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KDVinit's solution](#)

**1560.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**1561.**

1581E

[Train Maintenance](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[KDVinit's solution](#)

**1562.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[KDVinit's solution](#)

**1563.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KDVinit's solution](#)

**1564.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[KDVinit's solution](#)

**1565.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[KDVinit's solution](#)

**1566.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[KDVinit's solution](#)

**1567.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[KDVinit's solution](#)

**1568.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[KDVinit's solution](#)

**1569.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[KDVinit's solution](#)

**1570.**

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[KDVinit's solution](#)

**1571.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[KDVinit's solution](#)

**1572.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-06-29 · last AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[KDVinit's solution](#)

### 1573.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-20 · last AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[KDVinit's solution](#)

### 1574.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[KDVinit's solution](#)

### 1575.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[KDVinit's solution](#)

### 1576.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

### 1577.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[KDVinit's solution](#)

### 1578.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[KDVinit's solution](#)

### 1579.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[KDVinit's solution](#)

### 1580.

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[KDVinit's solution](#)

### 1581.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[KDVinit's solution](#)

### 1582.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math

[KDVinit's solution](#)

### 1583.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-30 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[KDVinit's solution](#)

### 1584.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[KDVinit's solution](#)

### 1585.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[KDVinit's solution](#)

### 1586.

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math

[KDVinit's solution](#)

### 1587.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[KDVinit's solution](#)

### 1588.

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[KDVinit's solution](#)

### 1589.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[KDVinit's solution](#)

### 1590.

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[KDVinit's solution](#)

### 1591.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[KDVinit's solution](#)

### 1592.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[KDVinit's solution](#)

**1593.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[KDVinit's solution](#)

**1594.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-26 · last AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KDVinit's solution](#)

**1595.**

1262F1

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

Rating: 2200 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KDVinit's solution](#)

**1596.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[KDVinit's solution](#)

**1597.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[KDVinit's solution](#)

**1598.**

1407D

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

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-10 · last AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[KDVinit's solution](#)

**1599.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-08-29 · last AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[KDVinit's solution](#)

**1600.**

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[KDVinit's solution](#)

**1601.**

1384B2

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

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[KDVinit's solution](#)

**1602.**

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[KDVinit's solution](#)

**1603.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[KDVinit's solution](#)

**1604.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[KDVinit's solution](#)

**1605.**

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[KDVinit's solution](#)

**1606.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees  
[KDVinit's solution](#)

**1607.**

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  
[KDVinit's solution](#)

**1608.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory  
[KDVinit's solution](#)

**1609.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[KDVinit's solution](#)

**1610.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers  
[KDVinit's solution](#)

**1611.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

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

**1612.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[KDVinit's solution](#)

**1613.**

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[KDVinit's solution](#)

**1614.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[KDVinit's solution](#)

**1615.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[KDVinit's solution](#)

**1616.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[KDVinit's solution](#)

**1617.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[KDVinit's solution](#)

**1618.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[KDVinit's solution](#)

**1619.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[KDVinit's solution](#)

**1620.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · last AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[KDVinit's solution](#)

**1621.**

1604E

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

Rating: 2300 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[KDVinit's solution](#)

**1622.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · last AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[KDVinit's solution](#)

**1623.**

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy

[KDVinit's solution](#)

**1624.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[KDVinit's solution](#)

**1625.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[KDVinit's solution](#)

**1626.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[KDVinit's solution](#)

**1627.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[KDVinit's solution](#)

**1628.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[KDVinit's solution](#)

**1629.**

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[KDVinit's solution](#)

**1630.**

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KDVinit's solution](#)

**1631.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[KDVinit's solution](#)

**1632.**

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[KDVinit's solution](#)

**1633.**

1465E

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[KDVinit's solution](#)

**1634.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[KDVinit's solution](#)

**1635.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[KDVinit's solution](#)

**1636.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[KDVinit's solution](#)

**1637.**

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-13 · last AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[KDVinit's solution](#)

**1638.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-06-13 · last AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[KDVinit's solution](#)

**1639.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[KDVinit's solution](#)

**1640.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[KDVinit's solution](#)

**1641.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[KDVinit's solution](#)

**1642.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[KDVinit's solution](#)

**1643.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[KDVinit's solution](#)

**1644.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[KDVinit's solution](#)

**1645.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[KDVinit's solution](#)

**1646.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[KDVinit's solution](#)

**1647.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[KDVinit's solution](#)

**1648.**

1199F

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

Rating: 2300 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KDVinit's solution](#)

**1649.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[KDVinit's solution](#)

**1650.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[KDVinit's solution](#)

**1651.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[KDVinit's solution](#)

**1652.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy, implementation

[KDVinit's solution](#)

**1653.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[KDVinit's solution](#)

**1654.**

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

[KDVinit's solution](#)

**1655.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[KDVinit's solution](#)

**1656.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[KDVinit's solution](#)

**1657.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[KDVinit's solution](#)

**1658.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[KDVinit's solution](#)

**1659.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[KDVinit's solution](#)

**1660.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · last AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[KDVinit's solution](#)

**1661.**

1633E

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

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[KDVinit's solution](#)

**1662.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy,

number theory

[KDVinit's solution](#)

**1663.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[KDVinit's solution](#)

**1664.**

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[KDVinit's solution](#)

**1665.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[KDVinit's solution](#)

**1666.**

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[KDVinit's solution](#)

**1667.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[KDVinit's solution](#)

**1668.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[KDVinit's solution](#)

**1669.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[KDVinit's solution](#)

**1670.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[KDVinit's solution](#)

**1671.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KDVinit's solution](#)

**1672.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[KDVinit's solution](#)

**1673.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · last AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[KDVinit's solution](#)

**1674.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[KDVinit's solution](#)

**1675.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[KDVinit's solution](#)

**1676.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[KDVinit's solution](#)

**1677.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[KDVinit's solution](#)

**1678.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-04 · last AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[KDVinit's solution](#)

**1679.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[KDVinit's solution](#)

**1680.**

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2021-04-03 · last AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[KDVinit's solution](#)

**1681.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[KDVinit's solution](#)

**1682.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[KDVinit's solution](#)

### 1683.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[KDVinit's solution](#)

### 1684.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-19 · last AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[KDVinit's solution](#)

### 1685.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[KDVinit's solution](#)

### 1686.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[KDVinit's solution](#)

### 1687.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[KDVinit's solution](#)

### 1688.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[KDVinit's solution](#)

### 1689.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[KDVinit's solution](#)

### 1690.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[KDVinit's solution](#)

### 1691.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[KDVinit's solution](#)

**1692.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[KDVinit's solution](#)

**1693.**

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[KDVinit's solution](#)

**1694.**

1688F

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

Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu

[KDVinit's solution](#)

**1695.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[KDVinit's solution](#)

**1696.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[KDVinit's solution](#)

**1697.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[KDVinit's solution](#)

**1698.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · last AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[KDVinit's solution](#)

**1699.**

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KDVinit's solution](#)

**1700.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[KDVinit's solution](#)

**1701.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[KDVinit's solution](#)

**1702.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[KDVinit's solution](#)

**1703.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[KDVinit's solution](#)

**1704.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[KDVinit's solution](#)

**1705.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[KDVinit's solution](#)

**1706.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-31 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[KDVinit's solution](#)

**1707.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[KDVinit's solution](#)

**1708.**

1480E

[Continuous City](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[KDVinit's solution](#)

**1709.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-21 · last AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[KDVinit's solution](#)

**1710.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)

**1711.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, trees

[KDVinit's solution](#)

**1712.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · last AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[KDVinit's solution](#)**1713.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[KDVinit's solution](#)**1714.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[KDVinit's solution](#)**1715.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[KDVinit's solution](#)**1716.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[KDVinit's solution](#)**1717.**

1589F

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[KDVinit's solution](#)**1718.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[KDVinit's solution](#)**1719.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KDVinit's solution](#)**1720.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[KDVinit's solution](#)**1721.**

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KDVinit's solution](#)

**1722.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · last AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[KDVinit's solution](#)

**1723.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[KDVinit's solution](#)

**1724.**

1561F

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[KDVinit's solution](#)

**1725.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[KDVinit's solution](#)

**1726.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[KDVinit's solution](#)

**1727.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[KDVinit's solution](#)

**1728.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · last AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[KDVinit's solution](#)

**1729.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[KDVinit's solution](#)

**1730.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[KDVinit's solution](#)

**1731.**

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[KDVinit's solution](#)

### 1732.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[KDVinit's solution](#)

### 1733.

1573E

[Paint](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

### 1734.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[KDVinit's solution](#)

### 1735.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KDVinit's solution](#)

### 1736.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[KDVinit's solution](#)

### 1737.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[KDVinit's solution](#)

### 1738.

1541E1

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

Rating: 2700 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[KDVinit's solution](#)

### 1739.

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[KDVinit's solution](#)

### 1740.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2021-06-18 · last AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[KDVinit's solution](#)

### 1741.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2021-06-03 · last AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[KDVinit's solution](#)

**1742.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-15 · last AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[KDVinit's solution](#)

**1743.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[KDVinit's solution](#)

**1744.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-19 · last AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[KDVinit's solution](#)

**1745.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[KDVinit's solution](#)

**1746.**

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[KDVinit's solution](#)

**1747.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[KDVinit's solution](#)

**1748.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[KDVinit's solution](#)

**1749.**

1573F

[Bridge Club](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[KDVinit's solution](#)

**1750.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[KDVinit's solution](#)

**1751.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[KDVinit's solution](#)

**1752.**

1581F

[Subsequence](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[KDVinit's solution](#)

**1753.**

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[KDVinit's solution](#)

**1754.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[KDVinit's solution](#)

**1755.**

1546F

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[KDVinit's solution](#)

**1756.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[KDVinit's solution](#)

**1757.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[KDVinit's solution](#)

**1758.**

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1759.**

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1760.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1761.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1762.**

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1763.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1764.**

103102I

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

Rating: — · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1765.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1766.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1767.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1768.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1769.**

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1770.**

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1771.**

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1772.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1773.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1774.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1775.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1776.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1777.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1778.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1779.**

103256G

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

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1780.**

103256F

[Moss Growing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1781.**

103256E2

[Coins Game \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1782.**

103256E1

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

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1783.**

103256D

[Sightseeing with Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1784.**

103256B

[Huron Jam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1785.**

103256C

[Ultimate Huron Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1786.**

103256A

[Coffee Bar](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1787.**

103643M

[Thomas Game Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1788.**

103643L

[Circle Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1789.**

103643O

[Painting Fences \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1790.**

103643N

[Chiisana Boukensha](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1791.**

103643H

[Ziplines](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1792.**

103643J

[P=NP Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1793.**

103643K

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1794.**

103643G

[Shokugeki no Waifu](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1795.**

103643I

[Late Midnight Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1796.**

103643E

[Oops, It's Yesterday Thrice More!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1797.**

103643F

[Changing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1798.**

103643B

[Operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1799.**

103643D

[Sticky Spelling Situation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1800.**

103643C

[Painting Fences \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1801.**

103643A

[Meeting Minutes](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1802.**

102051I

[Nate and Integer Coefficient](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1803.**

102051G

[Nate and Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1804.**

102051D

[Nate and Dimension-Hopping Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1805.**

102051C

[Nate and Contest Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1806.**

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1807.**

102051B

[Nate and Bones](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1808.**

102051A

[Nate and Actual 3D Girls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1809.**

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1810.**

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1811.**

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1812.**

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1813.**

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · PyPy 3 (first AC) · Tags: —

[KDVinit's solution](#)

**1814.**

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1815.**

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · PyPy 3 (first AC) · Tags: —

[KDVinit's solution](#)

**1816.**

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[KDVinit's solution](#)

**1817.**

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · PyPy 3 (first AC) · Tags: —

[KDVinit's solution](#)

**1818.**

103870N

[Schemy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1819.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special, divide and conquer, implementation, math

[KDVinit's solution](#)

**1820.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math

[KDVinit's solution](#)

**1821.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees

[KDVinit's solution](#)

**1822.**

103449E

[Rubik String](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1823.**

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1824.**

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1825.**

103091E

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

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1826.**

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1827.**

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1828.**

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1829.**

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1830.**

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1831.**

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · PyPy 3 (first AC) · Tags: —

[KDVinit's solution](#)

**1832.**

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1833.**

102623J

[JXC!!](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1834.**

102623E

[Eight Digital Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1835.**

102623F

[Fake Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · PyPy 3 (first AC) · Tags: —

[KDVinit's solution](#)

**1836.**

102623G

[Gentle Jena](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1837.**

102623L

[Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1838.**

102623H

[Hay Mower](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1839.**

102623C

[Cheat Sheet](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1840.**

102623D

[Disaster Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1841.**

102623A

[Archmage](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1842.**

102623B

[Bamboo Leaf Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · PyPy 3 (first AC) · Tags: —

[KDVinit's solution](#)

**1843.**

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1844.**

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1845.**

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1846.**

103150F

[Palindromicity](#) · [Tutorial](#)

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**1847.**

103150H

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**1848.**

103150C

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**1849.**

103150B

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**1850.**

103150E

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**1851.**

103150A

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**1852.**

101059E

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**1853.**

101059C

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**1854.**

101059B

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**1855.**

101059A

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**1856.**

102556I

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**1857.**

102556H

[Riana and Humongous Numbers](#) · [Tutorial](#)

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**1858.**

102556F

[Riana and Fiber Chatroom](#) · [Tutorial](#)

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**1859.**

102556G

[Riana and Gallant Guards](#) · [Tutorial](#)

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**1860.**

102556D

[Riana and Distribution of Pie](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · PyPy 3 (first AC) · Tags: —

[KDVinit's solution](#)

**1861.**

102556C

[Riana and Commute](#) · [Tutorial](#)

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[KDVinit's solution](#)

**1862.**

102556E

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**1863.**

102556B

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**1864.**

102556A

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**1865.**

102625F

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**1866.**

102625E

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**1867.**

102625D

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**1868.**

102625A

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**1869.**

102625C

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**1870.**

102625B

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**1871.**

102861I

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**1872.**

102861E

[Party Company](#) · [Tutorial](#)

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**1873.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

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**1874.**

102861N

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**1875.**

102861L

[Lavaspar](#) · [Tutorial](#)

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**1876.**

102861F

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**1877.**

102861A

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**1878.**

102861B

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**1879.**

102861G

[Game Show!](#) · [Tutorial](#)

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**1880.**

101353F

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**1881.**

101353H

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**1882.**

101353B

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**1883.**

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

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**1884.**

101353D

[ShaatChara](#) · [Tutorial](#)

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**1885.**

101353E

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**1886.**

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

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**1887.**

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

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[KDVinit's solution](#)

**1888.**

102348J

[Monocarp and T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1889.**

102348E

[Painting The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1890.**

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · PyPy 3 (first AC) · Tags: —

[KDVinit's solution](#)

**1891.**

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1892.**

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1893.**

102348F

[The Number of Products](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1894.**

102348B

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

Rating: — · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[KDVinit's solution](#)

**1895.**

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1896.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,266 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

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**1897.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks

[KDVinit's solution](#)

**1898.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[KDVinit's solution](#)

**1899.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory

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**1900.**

1331A

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Quality: 17,507 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

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