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Unique solved — Kinon

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

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Count: 793

- 1.**
2171A
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Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Kinon's solution](#)
- 2.**
2167C
[Isamatdin and His Magic Wand!](#) · [Tutorial](#)
Quality: 36,057 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Kinon's solution](#)
- 3.**
2167B
[Your Name](#) · [Tutorial](#)
Quality: 51,814 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings
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- 4.**
2167A
[Square?](#) · [Tutorial](#)
Quality: 58,455 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[Kinon's solution](#)
- 5.**
2134A
[Painting With Two Colors](#) · [Tutorial](#)
Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
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- 6.**
2132A
[Homework](#) · [Tutorial](#)
Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
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- 7.**
2122A
[Greedy Grid](#) · [Tutorial](#)
Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Kinon's solution](#)
- 8.**
2128A
[Recycling Center](#) · [Tutorial](#)
Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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- 9.**
2125A
[Difficult Contest](#) · [Tutorial](#)
Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
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10.

2126B

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11.

2126A

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Quality: 51,083 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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12.

2071A

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13.

2070A

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14.

2060A

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15.

2050A

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16.

2038J

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17.

2038N

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18.

2037B

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19.

2037A

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20.

2020A

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21.

2000B

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22.

2000A

[Primary Task](#) · [Tutorial](#)

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23.

2008C

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24.

2008B

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25.

2008A

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26.

2014B

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27.

2014A

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28.

2013A

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29.

1656A

[Good Pairs](#) · [Tutorial](#)

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30.

1736A

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31.

1948A

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32.

1941A

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33.

1935A

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Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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34.

1933B

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35.

1933A

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36.

1932A

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37.

1930A

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38.

1931B

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39.

1931A

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40.

1927A

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41.

1914B

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42.

1914A

[Problemsolving Log](#) · [Tutorial](#)

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43.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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44.

1900A

[Cover in Water](#) · [Tutorial](#)

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45.

1899A

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46.

1895B

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47.

1895A

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48.

1884A

[Simple Design](#) · [Tutorial](#)

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49.

1881A

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50.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

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51.

1873D

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52.

1873C

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53.

1873B

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54.

1873A

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55.

1867A

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Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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56.

1829C

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57.

1829B

[Blank Space](#) · [Tutorial](#)

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[Kinon's solution](#)

58.

1829A

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Quality: 70,691 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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59.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

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60.

1776A

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Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Kinon's solution](#)

61.

1793A

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62.

1788A

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63.

1761A

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64.

1750B

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65.

1750A

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66.

1747A

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67.

1749A

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68.

1743B

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69.

1743A

[Password](#) · [Tutorial](#)

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70.

1746B

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71.

1746A

[Maxmina](#) · [Tutorial](#)

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72.

1735A

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73.

1738A

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74.

1626A

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75.

1569A

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Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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76.

1567A

[Domino Disaster](#) · [Tutorial](#)

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77.

1481A

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78.

1474A

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79.

1450A

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80.

1455A

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81.

1440A

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82.

1437A

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83.

1421A

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Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

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84.

1428A

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85.

1430B

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86.

1422A

[Fence](#) · [Tutorial](#)

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87.

1397A

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88.

1400A

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89.

1392B

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

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90.

1392A

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91.

1398B

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92.

1398A

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Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: geometry, math

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93.

1393A

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Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math

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94.

1388A

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95.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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96.

1382A

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

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

[Kinon's solution](#)

97.

1369A

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98.

1368A

[C+=](#) · [Tutorial](#)

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99.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: games, greedy, math

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100.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation

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101.

2171B

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Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

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102.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

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103.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Kinon's solution](#)

104.

2060C

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[Kinon's solution](#)

105.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kinon's solution](#)

106.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Kinon's solution](#)

107.

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kinon's solution](#)

108.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Kinon's solution](#)

109.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kinon's solution](#)

110.

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

[Kinon's solution](#)

111.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kinon's solution](#)

112.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Kinon's solution](#)

113.

1735B

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

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

[Kinon's solution](#)

114.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Kinon's solution](#)

115.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math

[Kinon's solution](#)

116.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: implementation, math

[Kinon's solution](#)

117.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Kinon's solution](#)

118.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: math, sortings

[Kinon's solution](#)

119.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: math, sortings

[Kinon's solution](#)

120.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Kinon's solution](#)

121.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Kinon's solution](#)

122.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math

[Kinon's solution](#)

123.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: math

[Kinon's solution](#)

124.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math

[Kinon's solution](#)

125.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Kinon's solution](#)

126.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kinon's solution](#)

127.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kinon's solution](#)

128.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kinon's solution](#)

129.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Kinon's solution](#)

130.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Kinon's solution](#)

131.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Kinon's solution](#)

132.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Kinon's solution](#)

133.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Kinon's solution](#)

134.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,244 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Kinon's solution](#)

135.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Kinon's solution](#)

136.

1800C1

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

Quality: 26,956 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Kinon's solution](#)

137.

1800B

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

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Kinon's solution](#)

138.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Kinon's solution](#)

139.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kinon's solution](#)

140.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kinon's solution](#)

141.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Kinon's solution](#)

142.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Kinon's solution](#)

143.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Kinon's solution](#)

144.

1474B

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

Quality: 40,325 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Kinon's solution](#)

145.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[Kinon's solution](#)

146.

1430C

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

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Kinon's solution](#)

147.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, math

[Kinon's solution](#)

148.

1388B

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

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

[Kinon's solution](#)

149.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Kinon's solution](#)

150.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Kinon's solution](#)

151.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[Kinon's solution](#)

152.

1293B

[JOE is on TV!](#) · [Tutorial](#)

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

[Kinon's solution](#)

153.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Kinon's solution](#)

154.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Kinon's solution](#)

155.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math

[Kinon's solution](#)

156.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kinon's solution](#)

157.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Kinon's solution](#)

158.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Kinon's solution](#)

159.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Kinon's solution](#)

160.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[Kinon's solution](#)

161.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Kinon's solution](#)

162.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kinon's solution](#)

163.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Kinon's solution](#)

164.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[Kinon's solution](#)

165.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Kinon's solution](#)

166.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Kinon's solution](#)

167.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Kinon's solution](#)

168.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Kinon's solution](#)

169.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Kinon's solution](#)

170.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Kinon's solution](#)

171.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Kinon's solution](#)

172.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[Kinon's solution](#)

173.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Kinon's solution](#)

174.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Kinon's solution](#)

175.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Kinon's solution](#)

176.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Kinon's solution](#)

177.

1800C2

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

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Kinon's solution](#)

178.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kinon's solution](#)

179.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Kinon's solution](#)

180.

1626B

[Minor Reduction](#) · [Tutorial](#)

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

[Kinon's solution](#)

181.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Kinon's solution](#)

182.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[Kinon's solution](#)

183.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math
[Kinon's solution](#)

184.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Kinon's solution](#)

185.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[Kinon's solution](#)

186.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Kinon's solution](#)

187.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Kinon's solution](#)

188.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms
[Kinon's solution](#)

189.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games
[Kinon's solution](#)

190.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[Kinon's solution](#)

191.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: games, greedy, implementation
[Kinon's solution](#)

192.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[Kinon's solution](#)

193.

1293A

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

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Kinon's solution](#)

194.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Kinon's solution](#)

195.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kinon's solution](#)

196.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kinon's solution](#)

197.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Kinon's solution](#)

198.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Kinon's solution](#)

199.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Kinon's solution](#)

200.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Kinon's solution](#)

201.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Kinon's solution](#)

202.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Kinon's solution](#)

203.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Kinon's solution](#)

204.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kinon's solution](#)

205.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Kinon's solution](#)

206.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kinon's solution](#)

207.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Kinon's solution](#)

208.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,089 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Kinon's solution](#)

209.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Kinon's solution](#)

210.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[Kinon's solution](#)

211.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Kinon's solution](#)

212.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Kinon's solution](#)

213.

1747C

[Swap Game](#) · [Tutorial](#)

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

[Kinon's solution](#)

214.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kinon's solution](#)

215.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Kinon's solution](#)

216.

1455B

[Jumps](#) · [Tutorial](#)

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

[Kinon's solution](#)

217.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Kinon's solution](#)

218.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: implementation, trees

[Kinon's solution](#)

219.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation

[Kinon's solution](#)

220.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: bitmasks, math

[Kinon's solution](#)

221.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Kinon's solution](#)

222.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[Kinon's solution](#)

223.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Kinon's solution](#)

224.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[Kinon's solution](#)

225.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Kinon's solution](#)

226.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[Kinon's solution](#)

227.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Kinon's solution](#)

228.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kinon's solution](#)

229.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Kinon's solution](#)

230.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Kinon's solution](#)

231.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,293 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Kinon's solution](#)

232.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Kinon's solution](#)

233.

1943A

[MEX Game 1](#) · [Tutorial](#)

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

[Kinon's solution](#)

234.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Kinon's solution](#)

235.

1948C

[Arrow Path · Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Kinon's solution](#)

236.

1931D

[Divisible Pairs · Tutorial](#)

Quality: 30,626 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Kinon's solution](#)

237.

1927D

[Find the Different Ones! · Tutorial](#)

Quality: 33,173 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Kinon's solution](#)

238.

1900C

[Anji's Binary Tree · Tutorial](#)

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Kinon's solution](#)

239.

1899E

[Queue Sort · Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Kinon's solution](#)

240.

1899D

[Yarik and Musical Notes · Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[Kinon's solution](#)

241.

1881D

[Divide and Equalize · Tutorial](#)

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Kinon's solution](#)

242.

1873F

[Money Trees · Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Kinon's solution](#)

243.

1867C

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

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Kinon's solution](#)

244.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[Kinon's solution](#)

245.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kinon's solution](#)

246.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kinon's solution](#)

247.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kinon's solution](#)

248.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[Kinon's solution](#)

249.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Kinon's solution](#)

250.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Kinon's solution](#)

251.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Kinon's solution](#)

252.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Kinon's solution](#)

253.

1382C1

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

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

[Kinon's solution](#)

254.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Kinon's solution](#)

255.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[Kinon's solution](#)

256.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Kinon's solution](#)

257.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Kinon's solution](#)

258.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,577 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Kinon's solution](#)

259.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[Kinon's solution](#)

260.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Kinon's solution](#)

261.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Kinon's solution](#)

262.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Kinon's solution](#)

263.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Kinon's solution](#)

264.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[Kinon's solution](#)

265.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Kinon's solution](#)

266.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Kinon's solution](#)

267.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[Kinon's solution](#)

268.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Kinon's solution](#)

269.

2014D

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

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Kinon's solution](#)

270.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Kinon's solution](#)

271.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Kinon's solution](#)

272.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[Kinon's solution](#)

273.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings

[Kinon's solution](#)

274.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Kinon's solution](#)

275.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Kinon's solution](#)

276.

1800E1

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

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Kinon's solution](#)

277.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kinon's solution](#)

278.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Kinon's solution](#)

279.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,730 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Kinon's solution](#)

280.

1735C

[Phase Shift](#) · [Tutorial](#)

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

[Kinon's solution](#)

281.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Kinon's solution](#)

282.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[Kinon's solution](#)

283.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Kinon's solution](#)

284.

1427B

[Chess Cheater](#) · [Tutorial](#)

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

[Kinon's solution](#)

285.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kinon's solution](#)

286.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[Kinon's solution](#)

287.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kinon's solution](#)

288.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: implementation, strings

[Kinon's solution](#)

289.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[Kinon's solution](#)

290.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

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

[Kinon's solution](#)

291.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Kinon's solution](#)

292.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Kinon's solution](#)

293.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kinon's solution](#)

294.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Kinon's solution](#)

295.

2060E

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

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[Kinon's solution](#)

296.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[Kinon's solution](#)

297.

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[Kinon's solution](#)

298.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search
[Kinon's solution](#)

299.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[Kinon's solution](#)

300.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[Kinon's solution](#)

301.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Kinon's solution](#)

302.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Kinon's solution](#)

303.

1800E2

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

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
[Kinon's solution](#)

304.

550C

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

Quality: 32,133 global accepts · Rating: 1500 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[Kinon's solution](#)

305.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Kinon's solution](#)

306.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Kinon's solution](#)

307.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Kinon's solution](#)

308.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Kinon's solution](#)

309.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Kinon's solution](#)

310.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Kinon's solution](#)

311.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Kinon's solution](#)

312.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Kinon's solution](#)

313.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[Kinon's solution](#)

314.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Kinon's solution](#)

315.

1389C

[Good String](#) · [Tutorial](#)

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

[Kinon's solution](#)

316.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Kinon's solution](#)

317.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Kinon's solution](#)

318.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Kinon's solution](#)

319.

1366C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math

[Kinon's solution](#)

320.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math

[Kinon's solution](#)

321.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Kinon's solution](#)

322.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Kinon's solution](#)

323.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Kinon's solution](#)

324.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[Kinon's solution](#)

325.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Kinon's solution](#)

326.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Kinon's solution](#)

327.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Kinon's solution](#)

328.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Kinon's solution](#)

329.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Kinon's solution](#)

330.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Kinon's solution](#)

331.

380A

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

Quality: 2,910 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force

[Kinon's solution](#)

332.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Kinon's solution](#)

333.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Kinon's solution](#)

334.

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Kinon's solution](#)

335.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Kinon's solution](#)

336.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kinon's solution](#)

337.

1234D

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

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Kinon's solution](#)

338.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kinon's solution](#)

339.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Kinon's solution](#)

340.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Kinon's solution](#)

341.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[Kinon's solution](#)

342.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Kinon's solution](#)

343.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Kinon's solution](#)

344.

1397C

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

Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kinon's solution](#)

345.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math

[Kinon's solution](#)

346.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Kinon's solution](#)

347.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Kinon's solution](#)

348.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Kinon's solution](#)

349.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 1600 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: games, trees

[Kinon's solution](#)

350.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: math, sortings

[Kinon's solution](#)

351.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy

[Kinon's solution](#)

352.

2132E

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

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Kinon's solution](#)

353.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Kinon's solution](#)

354.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Kinon's solution](#)

355.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Kinon's solution](#)

356.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Kinon's solution](#)

357.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Kinon's solution](#)

358.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Kinon's solution](#)

359.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Kinon's solution](#)

360.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Kinon's solution](#)

361.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kinon's solution](#)

362.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Kinon's solution](#)

363.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kinon's solution](#)

364.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Kinon's solution](#)

365.

1735D

[Meta-set](#) · [Tutorial](#)

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

[Kinon's solution](#)

366.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Kinon's solution](#)

367.

1626C

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

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

[Kinon's solution](#)

368.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Kinon's solution](#)

369.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[Kinon's solution](#)

370.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Kinon's solution](#)

371.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Kinon's solution](#)

372.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Kinon's solution](#)

373.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Kinon's solution](#)

374.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Kinon's solution](#)

375.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Kinon's solution](#)

376.

1400B

[RPG Protagonist](#) · [Tutorial](#)

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

[Kinon's solution](#)

377.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy

[Kinon's solution](#)

378.

1393C

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

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

[Kinon's solution](#)

379.

1382C2

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

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

[Kinon's solution](#)

380.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[Kinon's solution](#)

381.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Kinon's solution](#)

382.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: binary search, math

[Kinon's solution](#)

383.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[Kinon's solution](#)

384.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Kinon's solution](#)

385.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Kinon's solution](#)

386.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Kinon's solution](#)

387.

2014E

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

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Kinon's solution](#)

388.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Kinon's solution](#)

389.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Kinon's solution](#)

390.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[Kinon's solution](#)

391.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Kinon's solution](#)

392.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Kinon's solution](#)

393.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Kinon's solution](#)

394.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Kinon's solution](#)

395.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[Kinon's solution](#)

396.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Kinon's solution](#)

397.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Kinon's solution](#)

398.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Kinon's solution](#)

399.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Kinon's solution](#)

400.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Kinon's solution](#)

401.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Kinon's solution](#)

402.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[Kinon's solution](#)

403.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, games, greedy, implementation

[Kinon's solution](#)

404.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Kinon's solution](#)

405.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[Kinon's solution](#)

406.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[Kinon's solution](#)

407.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

408.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Kinon's solution](#)

409.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Kinon's solution](#)

410.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Kinon's solution](#)

411.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Kinon's solution](#)

412.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kinon's solution](#)

413.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: interactive, trees

[Kinon's solution](#)

414.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[Kinon's solution](#)

415.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kinon's solution](#)

416.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Kinon's solution](#)

417.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[Kinon's solution](#)

418.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kinon's solution](#)

419.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Kinon's solution](#)

420.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Kinon's solution](#)

421.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[Kinon's solution](#)

422.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Kinon's solution](#)

423.

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

[Kinon's solution](#)

424.

1749D

[Counting Arrays](#) · [Tutorial](#)

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

[Kinon's solution](#)

425.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Kinon's solution](#)

426.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers

[Kinon's solution](#)

427.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Kinon's solution](#)

428.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[Kinon's solution](#)

429.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Kinon's solution](#)

430.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Kinon's solution](#)

431.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Kinon's solution](#)

432.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Kinon's solution](#)

433.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Kinon's solution](#)

434.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kinon's solution](#)

435.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kinon's solution](#)

436.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Kinon's solution](#)

437.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Kinon's solution](#)

438.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Kinon's solution](#)

439.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Kinon's solution](#)

440.

2014F

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

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kinon's solution](#)

441.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Kinon's solution](#)

442.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Kinon's solution](#)

443.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Kinon's solution](#)

444.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[Kinon's solution](#)

445.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Kinon's solution](#)

446.

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Kinon's solution](#)

447.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Kinon's solution](#)

448.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[Kinon's solution](#)

449.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Kinon's solution](#)

450.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Kinon's solution](#)

451.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[Kinon's solution](#)

452.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Kinon's solution](#)

453.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Kinon's solution](#)

454.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Kinon's solution](#)

455.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Kinon's solution](#)

456.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Kinon's solution](#)

457.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Kinon's solution](#)

458.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Kinon's solution](#)

459.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Kinon's solution](#)

460.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Kinon's solution](#)

461.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Kinon's solution](#)

462.

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: combinatorics, math

[Kinon's solution](#)

463.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Kinon's solution](#)

464.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Kinon's solution](#)

465.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[Kinon's solution](#)

466.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Kinon's solution](#)

467.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kinon's solution](#)

468.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Kinon's solution](#)

469.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Kinon's solution](#)

470.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Kinon's solution](#)

471.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Kinon's solution](#)

472.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Kinon's solution](#)

473.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Kinon's solution](#)

474.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Kinon's solution](#)

475.

1000E

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

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kinon's solution](#)

476.

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Kinon's solution](#)

477.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Kinon's solution](#)

478.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Kinon's solution](#)

479.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Kinon's solution](#)

480.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Kinon's solution](#)

481.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Kinon's solution](#)

482.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Kinon's solution](#)

483.

1886D

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

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

[Kinon's solution](#)

484.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, strings

[Kinon's solution](#)

485.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Kinon's solution](#)

486.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[Kinon's solution](#)

487.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Kinon's solution](#)

488.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Kinon's solution](#)

489.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Kinon's solution](#)

490.

1626D

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

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

[Kinon's solution](#)

491.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Kinon's solution](#)

492.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Kinon's solution](#)

493.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Kinon's solution](#)

494.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Kinon's solution](#)

495.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Kinon's solution](#)

496.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: data structures, implementation

[Kinon's solution](#)

497.

1219I

[The Light Square](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[Kinon's solution](#)

498.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Kinon's solution](#)

499.

1393D

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Kinon's solution](#)

500.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math

[Kinon's solution](#)

501.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

502.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Kinon's solution](#)

503.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[Kinon's solution](#)

504.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[Kinon's solution](#)

505.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Kinon's solution](#)

506.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Kinon's solution](#)

507.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Kinon's solution](#)

508.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,929 global accepts · Rating: 2200 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[Kinon's solution](#)

509.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kinon's solution](#)

510.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Kinon's solution](#)

511.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[Kinon's solution](#)

512.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Kinon's solution](#)

513.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Kinon's solution](#)

514.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Kinon's solution](#)

515.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Kinon's solution](#)

516.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Kinon's solution](#)

517.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Kinon's solution](#)

518.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Kinon's solution](#)

519.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Kinon's solution](#)

520.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[Kinon's solution](#)

521.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Kinon's solution](#)

522.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Kinon's solution](#)

523.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Kinon's solution](#)

524.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Kinon's solution](#)

525.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Kinon's solution](#)

526.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kinon's solution](#)

527.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kinon's solution](#)

528.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[Kinon's solution](#)

529.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Kinon's solution](#)

530.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Kinon's solution](#)

531.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[Kinon's solution](#)

532.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Kinon's solution](#)

533.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Kinon's solution](#)

534.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Kinon's solution](#)

535.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kinon's solution](#)

536.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Kinon's solution](#)

537.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Kinon's solution](#)

538.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Kinon's solution](#)

539.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Kinon's solution](#)

540.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[Kinon's solution](#)

541.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Kinon's solution](#)

542.

1748E

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

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

[Kinon's solution](#)

543.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Kinon's solution](#)

544.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Kinon's solution](#)

545.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Kinon's solution](#)

546.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Kinon's solution](#)

547.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[Kinon's solution](#)

548.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Kinon's solution](#)

549.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Kinon's solution](#)

550.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Kinon's solution](#)

551.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Kinon's solution](#)

552.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[Kinon's solution](#)

553.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[Kinon's solution](#)

554.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Kinon's solution](#)

555.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing

[Kinon's solution](#)

556.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kinon's solution](#)

557.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Kinon's solution](#)

558.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kinon's solution](#)

559.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Kinon's solution](#)

560.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Kinon's solution](#)

561.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Kinon's solution](#)

562.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Kinon's solution](#)

563.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Kinon's solution](#)

564.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Kinon's solution](#)

565.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-24 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[Kinon's solution](#)

566.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Kinon's solution](#)

567.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Kinon's solution](#)

568.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Kinon's solution](#)

569.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Kinon's solution](#)

570.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Kinon's solution](#)

571.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Kinon's solution](#)

572.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Kinon's solution](#)

573.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, two pointers

[Kinon's solution](#)

574.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Kinon's solution](#)

575.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Kinon's solution](#)

576.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Kinon's solution](#)

577.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Kinon's solution](#)

578.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Kinon's solution](#)

579.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu,

graphs, two pointers

[Kinon's solution](#)

580.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Kinon's solution](#)

581.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kinon's solution](#)

582.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Kinon's solution](#)

583.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Kinon's solution](#)

584.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Kinon's solution](#)

585.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[Kinon's solution](#)

586.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Kinon's solution](#)

587.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices

[Kinon's solution](#)

588.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Kinon's solution](#)

589.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Kinon's solution](#)

590.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Kinon's solution](#)

591.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Kinon's solution](#)

592.

828F

[Best Edge Weight](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[Kinon's solution](#)

593.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Kinon's solution](#)

594.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-06 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, trees

[Kinon's solution](#)

595.

1615F

[LEGondary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kinon's solution](#)

596.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math

[Kinon's solution](#)

597.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Kinon's solution](#)

598.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, fft, number theory

[Kinon's solution](#)

599.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[Kinon's solution](#)

600.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[Kinon's solution](#)

601.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,689 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[Kinon's solution](#)

602.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,020 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Kinon's solution](#)

603.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Kinon's solution](#)

604.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,412 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kinon's solution](#)

605.

101640C

[Tax Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

606.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

607.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

608.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

609.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

610.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

611.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

612.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

613.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

614.

102896A

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

Rating: — · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

615.

100589A

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

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

616.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

617.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

618.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

619.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

620.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

621.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

622.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

623.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

624.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

625.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

626.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

627.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

628.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

629.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

630.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

631.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

632.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

633.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

634.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

635.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

636.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

637.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · last AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

638.

103443D

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

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

639.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

640.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

641.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

642.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

643.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

644.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

645.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

646.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

647.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

648.

104022H

[Absolute Space](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · last AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

649.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

650.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

651.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

652.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

653.

102040B

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

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

654.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

655.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

656.

102040F

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

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

657.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

658.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

659.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

660.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

661.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

662.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

663.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

664.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

665.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

666.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

667.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

668.

104015K

[Staircases](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

669.

104015J

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

670.

104015I

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

671.

104015G

[Training Session](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

672.

104015F

[Coconuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

673.

104015D

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

674.

104015C

[Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

675.

104015B

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

676.

104015A

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

677.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

678.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

679.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

680.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

681.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

682.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

683.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

684.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

685.

102556D

[Riana and Distribution of Pie](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

686.

102556I

[Riana and the Illuminous Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

687.

102556A

[A - Rank Riana and One Punch](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

688.

102556B

[Riana and the Blind Date](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

689.

102556E

[Riana's Excruciating Enhancement Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

690.

103886F

[Cereal Schemes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

691.

103886M

[Cereal Grids II](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

692.

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

693.

103886L

[Fossil Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

694.

103886J

[Cereal Grids](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

695.

103886B

[Cereal Robber](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

696.

103886D

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

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

697.

103886C

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

698.

103886A

[Cereal Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

699.

100114C

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

700.

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

701.

100114B

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

702.

103811E

[Escape the Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kinon's solution](#)

703.

103811G

[Gold Medal Bout](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

704.

103811L

[Lockout](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

705.

103811J

[Just Skip It](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

706.

103811I

[Inno Per Gli Sconfitti](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

707.

103811D

[Double Queue](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

708.

103811C

[Copy of the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

709.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · last AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

710.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

711.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

712.

103495C

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

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

713.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

714.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

715.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kinon's solution](#)

716.

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

717.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

718.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

719.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

720.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

721.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

722.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

723.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

724.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

725.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

726.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

727.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

728.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kinon's solution](#)

729.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

730.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kinon's solution](#)

731.

103185K

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