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Unique solved — KostasKostil

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

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

Filters: none

Count: 915

1.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[KostasKostil's solution](#)

2.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[KostasKostil's solution](#)

3.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,712 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[KostasKostil's solution](#)

4.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-04 · Python 3 (first AC) · Tags: brute force, math, number theory

[KostasKostil's solution](#)

5.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

6.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[KostasKostil's solution](#)

7.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,554 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[KostasKostil's solution](#)

8.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[KostasKostil's solution](#)

9.

1842A

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

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

[KostasKostil's solution](#)

10.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[KostasKostil's solution](#)

11.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

12.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[KostasKostil's solution](#)

13.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,133 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[KostasKostil's solution](#)

14.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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15.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[KostasKostil's solution](#)

16.

1551B1

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

Quality: 31,323 global accepts · Rating: 800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[KostasKostil's solution](#)

17.

1551A

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

Quality: 58,348 global accepts · Rating: 800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[KostasKostil's solution](#)

18.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[KostasKostil's solution](#)

19.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[KostasKostil's solution](#)

20.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

21.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

22.

1534A

[Colour the Flag](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

23.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,151 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KostasKostil's solution](#)

24.

1523A

[Game of Life](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

25.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

26.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[KostasKostil's solution](#)

27.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,082 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[KostasKostil's solution](#)

28.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[KostasKostil's solution](#)

29.

1491A

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

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[KostasKostil's solution](#)

30.

1474A

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

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

[KostasKostil's solution](#)

31.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KostasKostil's solution](#)

32.

1466A

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

[KostasKostil's solution](#)

33.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KostasKostil's solution](#)

34.

1428A

[Box is Pull](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

35.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

36.

1392A

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

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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37.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KostasKostil's solution](#)

38.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[KostasKostil's solution](#)

39.

1358A

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Quality: 43,187 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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40.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,716 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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41.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KostasKostil's solution](#)

42.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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43.

1352A

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

Quality: 104,090 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KostasKostil's solution](#)

44.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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45.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 800 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

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46.

1348A

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

Quality: 42,846 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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47.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,796 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

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48.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,126 global accepts · Rating: 800 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

49.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[KostasKostil's solution](#)

50.

1335A

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

Quality: 104,778 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

51.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: greedy

[KostasKostil's solution](#)

52.

1328A

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

Quality: 131,887 global accepts · Rating: 800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

53.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KostasKostil's solution](#)

54.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KostasKostil's solution](#)

55.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[KostasKostil's solution](#)

56.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

57.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KostasKostil's solution](#)

58.

1102A

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

Quality: 26,613 global accepts · Rating: 800 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

59.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[KostasKostil's solution](#)

60.

1009A

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Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KostasKostil's solution](#)

61.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KostasKostil's solution](#)

62.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[KostasKostil's solution](#)

63.

950A

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Quality: 16,375 global accepts · Rating: 800 · first AC: 2018-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KostasKostil's solution](#)

64.

946A

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Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KostasKostil's solution](#)

65.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,568 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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66.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

67.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,094 global accepts · Rating: 900 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[KostasKostil's solution](#)

68.

1505A

[Is it rated - 2](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

69.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KostasKostil's solution](#)

70.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[KostasKostil's solution](#)

71.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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72.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,889 global accepts · Rating: 900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

73.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[KostasKostil's solution](#)

74.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,384 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KostasKostil's solution](#)

75.

1335B

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

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[KostasKostil's solution](#)

76.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[KostasKostil's solution](#)

77.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[KostasKostil's solution](#)

78.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KostasKostil's solution](#)

79.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

80.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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81.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,686 global accepts · Rating: 900 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KostasKostil's solution](#)

82.

991B

[Getting an A](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

83.

989A

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

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

[KostasKostil's solution](#)

84.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[KostasKostil's solution](#)

85.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[KostasKostil's solution](#)

86.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[KostasKostil's solution](#)

87.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[KostasKostil's solution](#)

88.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

89.

1770B

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

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

[KostasKostil's solution](#)

90.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[KostasKostil's solution](#)

91.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[KostasKostil's solution](#)

92.

1474B

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

Quality: 40,319 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[KostasKostil's solution](#)

93.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[KostasKostil's solution](#)

94.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KostasKostil's solution](#)

95.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KostasKostil's solution](#)

96.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

97.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[KostasKostil's solution](#)

98.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
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99.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[KostasKostil's solution](#)

100.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[KostasKostil's solution](#)

101.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,957 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[KostasKostil's solution](#)

102.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[KostasKostil's solution](#)

103.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[KostasKostil's solution](#)

104.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[KostasKostil's solution](#)

105.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[KostasKostil's solution](#)

106.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[KostasKostil's solution](#)

107.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math
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108.

577A

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

Quality: 45,280 global accepts · Rating: 1000 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[KostasKostil's solution](#)

109.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,679 global accepts · Rating: 1000 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KostasKostil's solution](#)

110.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[KostasKostil's solution](#)

111.

991A

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

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

[KostasKostil's solution](#)

112.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[KostasKostil's solution](#)

113.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[KostasKostil's solution](#)

114.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[KostasKostil's solution](#)

115.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

116.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[KostasKostil's solution](#)

117.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,122 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[KostasKostil's solution](#)

118.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[KostasKostil's solution](#)

119.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[KostasKostil's solution](#)

120.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[KostasKostil's solution](#)

121.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

122.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[KostasKostil's solution](#)

123.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

124.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[KostasKostil's solution](#)

125.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[KostasKostil's solution](#)

126.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

127.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

128.

1360C

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Quality: 36,779 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[KostasKostil's solution](#)

129.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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130.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[KostasKostil's solution](#)

131.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,619 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KostasKostil's solution](#)

132.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KostasKostil's solution](#)

133.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[KostasKostil's solution](#)

134.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

135.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KostasKostil's solution](#)

136.

1033B

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Quality: 11,952 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KostasKostil's solution](#)

137.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

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138.

984B

[Minesweeper](#) · [Tutorial](#)

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139.

950B

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

Quality: 7,999 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KostasKostil's solution](#)

140.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KostasKostil's solution](#)

141.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[KostasKostil's solution](#)

142.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[KostasKostil's solution](#)

143.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[KostasKostil's solution](#)

144.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[KostasKostil's solution](#)

145.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[KostasKostil's solution](#)

146.

1553C

[Penalty](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

147.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[KostasKostil's solution](#)

148.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[KostasKostil's solution](#)

149.

1510K

[King's Task](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

150.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

151.

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[KostasKostil's solution](#)

152.

1495A

[Diamond Miner · Tutorial](#)

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

153.

1491B

[Minimal Cost · Tutorial](#)

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

154.

1406B

[Maximum Product · Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[KostasKostil's solution](#)

155.

1428B

[Belted Rooms · Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[KostasKostil's solution](#)

156.

1392C

[Omkar and Waterslide · Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[KostasKostil's solution](#)

157.

1375B

[Neighbor Grid · Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[KostasKostil's solution](#)

158.

1354B

[Ternary String · Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[KostasKostil's solution](#)

159.

1270B

[Interesting Subarray · Tutorial](#)

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[KostasKostil's solution](#)

160.

1352C

[K-th Not Divisible by n · Tutorial](#)

Quality: 69,758 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[KostasKostil's solution](#)

161.

1352B

[Same Parity Summands · Tutorial](#)

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

162.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[KostasKostil's solution](#)

163.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[KostasKostil's solution](#)

164.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[KostasKostil's solution](#)

165.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KostasKostil's solution](#)

166.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,725 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[KostasKostil's solution](#)

167.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,081 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KostasKostil's solution](#)

168.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[KostasKostil's solution](#)

169.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[KostasKostil's solution](#)

170.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[KostasKostil's solution](#)

171.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,165 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[KostasKostil's solution](#)

172.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KostasKostil's solution](#)

173.

989B

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

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

[KostasKostil's solution](#)

174.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[KostasKostil's solution](#)

175.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[KostasKostil's solution](#)

176.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[KostasKostil's solution](#)

177.

1563A

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

Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[KostasKostil's solution](#)

178.

1553B

[Reverse String](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

179.

1534C

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

Quality: 13,807 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[KostasKostil's solution](#)

180.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[KostasKostil's solution](#)

181.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[KostasKostil's solution](#)

182.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[KostasKostil's solution](#)

183.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[KostasKostil's solution](#)

184.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[KostasKostil's solution](#)

185.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,993 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KostasKostil's solution](#)

186.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[KostasKostil's solution](#)

187.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KostasKostil's solution](#)

188.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KostasKostil's solution](#)

189.

1220C

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

Quality: 10,812 global accepts · Rating: 1300 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[KostasKostil's solution](#)

190.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KostasKostil's solution](#)

191.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[KostasKostil's solution](#)

192.

1326C

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

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

193.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[KostasKostil's solution](#)

194.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[KostasKostil's solution](#)

195.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[KostasKostil's solution](#)

196.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[KostasKostil's solution](#)

197.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[KostasKostil's solution](#)

198.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,601 global accepts · Rating: 1300 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[KostasKostil's solution](#)

199.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[KostasKostil's solution](#)

200.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[KostasKostil's solution](#)

201.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,862 global accepts · Rating: 1300 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[KostasKostil's solution](#)

202.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[KostasKostil's solution](#)

203.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math,

sortings, two pointers

[KostasKostil's solution](#)

204.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · FPC (first AC) · Tags: implementation, math

[KostasKostil's solution](#)

205.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KostasKostil's solution](#)

206.

929B

[AÄ5D>BC 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[KostasKostil's solution](#)

207.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math

[KostasKostil's solution](#)

208.

1967B1

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

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

[KostasKostil's solution](#)

209.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[KostasKostil's solution](#)

210.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[KostasKostil's solution](#)

211.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[KostasKostil's solution](#)

212.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[KostasKostil's solution](#)

213.

1548A

[Web of Lies](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

214.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy

[KostasKostil's solution](#)

215.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[KostasKostil's solution](#)

216.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[KostasKostil's solution](#)

217.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[KostasKostil's solution](#)

218.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[KostasKostil's solution](#)

219.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

220.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[KostasKostil's solution](#)

221.

1354C1

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

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[KostasKostil's solution](#)

222.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[KostasKostil's solution](#)

223.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[KostasKostil's solution](#)

224.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, sortings

[KostasKostil's solution](#)

225.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[KostasKostil's solution](#)

226.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KostasKostil's solution](#)

227.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,832 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KostasKostil's solution](#)

228.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[KostasKostil's solution](#)

229.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KostasKostil's solution](#)

230.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,585 global accepts · Rating: 1400 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[KostasKostil's solution](#)

231.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,152 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KostasKostil's solution](#)

232.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

233.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[KostasKostil's solution](#)

234.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[KostasKostil's solution](#)

235.

929A

[A@C@C B C\\$5C^>D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[KostasKostil's solution](#)

236.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[KostasKostil's solution](#)

237.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[KostasKostil's solution](#)

238.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[KostasKostil's solution](#)

239.

1616C

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

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[KostasKostil's solution](#)

240.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[KostasKostil's solution](#)

241.

1553D

[Backspace](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

242.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[KostasKostil's solution](#)

243.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[KostasKostil's solution](#)

244.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[KostasKostil's solution](#)

245.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

246.

1368B

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

Quality: 21,423 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[KostasKostil's solution](#)

247.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[KostasKostil's solution](#)

248.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[KostasKostil's solution](#)

249.

1340A

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

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

[KostasKostil's solution](#)

250.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KostasKostil's solution](#)

251.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[KostasKostil's solution](#)

252.

1326D1

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

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

[KostasKostil's solution](#)

253.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[KostasKostil's solution](#)

254.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KostasKostil's solution](#)

255.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[KostasKostil's solution](#)

256.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KostasKostil's solution](#)

257.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 1500 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[KostasKostil's solution](#)

258.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[KostasKostil's solution](#)

259.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KostasKostil's solution](#)

260.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KostasKostil's solution](#)

261.

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[KostasKostil's solution](#)

262.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KostasKostil's solution](#)

263.

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[KostasKostil's solution](#)

264.

991D

[Bishwock](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

265.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,510 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[KostasKostil's solution](#)

266.

409H

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

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2018-03-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[KostasKostil's solution](#)

267.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[KostasKostil's solution](#)

268.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[KostasKostil's solution](#)

269.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[KostasKostil's solution](#)

270.

1938H

[Pho Restaurant](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

271.

1920C

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

Quality: 19,915 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[KostasKostil's solution](#)

272.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[KostasKostil's solution](#)

273.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[KostasKostil's solution](#)

274.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[KostasKostil's solution](#)

275.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[KostasKostil's solution](#)

276.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[KostasKostil's solution](#)

277.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KostasKostil's solution](#)

278.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[KostasKostil's solution](#)

279.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[KostasKostil's solution](#)

280.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

281.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KostasKostil's solution](#)

282.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers

[KostasKostil's solution](#)

283.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[KostasKostil's solution](#)

284.

1346D

[Constructing the Dungeon](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[KostasKostil's solution](#)

285.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

286.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,633 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[KostasKostil's solution](#)

287.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

288.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[KostasKostil's solution](#)

289.

1348C

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

Quality: 15,481 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[KostasKostil's solution](#)

290.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KostasKostil's solution](#)

291.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

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

[KostasKostil's solution](#)

292.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[KostasKostil's solution](#)

293.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[KostasKostil's solution](#)

294.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[KostasKostil's solution](#)

295.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KostasKostil's solution](#)

296.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[KostasKostil's solution](#)

297.

1213D2

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

Quality: 12,197 global accepts · Rating: 1600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[KostasKostil's solution](#)

298.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[KostasKostil's solution](#)

299.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[KostasKostil's solution](#)

300.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[KostasKostil's solution](#)

301.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KostasKostil's solution](#)

302.

569C

[Primes or Palindromes?](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[KostasKostil's solution](#)

303.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[KostasKostil's solution](#)

304.

979C

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

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[KostasKostil's solution](#)

305.

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

306.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KostasKostil's solution](#)

307.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KostasKostil's solution](#)

308.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,495 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[KostasKostil's solution](#)

309.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[KostasKostil's solution](#)

310.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[KostasKostil's solution](#)

311.

1916D

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

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

[KostasKostil's solution](#)

312.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[KostasKostil's solution](#)

313.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[KostasKostil's solution](#)

314.

1770C

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

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

[KostasKostil's solution](#)

315.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

316.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[KostasKostil's solution](#)

317.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[KostasKostil's solution](#)

318.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[KostasKostil's solution](#)

319.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[KostasKostil's solution](#)

320.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[KostasKostil's solution](#)

321.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[KostasKostil's solution](#)

322.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[KostasKostil's solution](#)

323.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KostasKostil's solution](#)

324.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[KostasKostil's solution](#)

325.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[KostasKostil's solution](#)

326.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[KostasKostil's solution](#)

327.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[KostasKostil's solution](#)

328.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[KostasKostil's solution](#)

329.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[KostasKostil's solution](#)

330.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[KostasKostil's solution](#)

331.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[KostasKostil's solution](#)

332.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[KostasKostil's solution](#)

333.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[KostasKostil's solution](#)

334.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[KostasKostil's solution](#)

335.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[KostasKostil's solution](#)

336.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[KostasKostil's solution](#)

337.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[KostasKostil's solution](#)

338.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[KostasKostil's solution](#)

339.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KostasKostil's solution](#)

340.

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: implementation

[KostasKostil's solution](#)

341.

926I

[A Vital Problem](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 1700 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: —

[KostasKostil's solution](#)

342.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KostasKostil's solution](#)

343.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

344.

929C

[A Special Problem](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, math

[KostasKostil's solution](#)

345.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[KostasKostil's solution](#)

346.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[KostasKostil's solution](#)

347.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[KostasKostil's solution](#)

348.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[KostasKostil's solution](#)

349.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[KostasKostil's solution](#)

350.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[KostasKostil's solution](#)

351.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[KostasKostil's solution](#)

352.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[KostasKostil's solution](#)

353.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[KostasKostil's solution](#)

354.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[KostasKostil's solution](#)

355.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[KostasKostil's solution](#)

356.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[KostasKostil's solution](#)

357.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[KostasKostil's solution](#)

358.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[KostasKostil's solution](#)

359.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[KostasKostil's solution](#)

360.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[KostasKostil's solution](#)

361.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[KostasKostil's solution](#)

362.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[KostasKostil's solution](#)

363.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[KostasKostil's solution](#)

364.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[KostasKostil's solution](#)

365.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[KostasKostil's solution](#)

366.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KostasKostil's solution](#)

367.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[KostasKostil's solution](#)

368.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-03-28 · last AC: 2020-03-28 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[KostasKostil's solution](#)

369.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[KostasKostil's solution](#)

370.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[KostasKostil's solution](#)

371.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[KostasKostil's solution](#)

372.

1290B

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

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[KostasKostil's solution](#)

373.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[KostasKostil's solution](#)

374.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[KostasKostil's solution](#)

375.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[KostasKostil's solution](#)

376.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,093 global accepts · Rating: 1800 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KostasKostil's solution](#)

377.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[KostasKostil's solution](#)

378.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, probabilities

[KostasKostil's solution](#)

379.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[KostasKostil's solution](#)

380.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[KostasKostil's solution](#)

381.

987E

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

Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

382.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KostasKostil's solution](#)

383.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[KostasKostil's solution](#)

384.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[KostasKostil's solution](#)

385.

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms

[KostasKostil's solution](#)

386.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[KostasKostil's solution](#)

387.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

388.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, greedy, two pointers

[KostasKostil's solution](#)

389.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[KostasKostil's solution](#)

390.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[KostasKostil's solution](#)

391.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

392.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[KostasKostil's solution](#)

393.

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KostasKostil's solution](#)

394.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[KostasKostil's solution](#)

395.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[KostasKostil's solution](#)

396.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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397.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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398.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[KostasKostil's solution](#)

399.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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400.

1423B

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Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[KostasKostil's solution](#)

401.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[KostasKostil's solution](#)

402.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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403.

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

404.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,167 global accepts · Rating: 1900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[KostasKostil's solution](#)

405.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[KostasKostil's solution](#)

406.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[KostasKostil's solution](#)

407.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[KostasKostil's solution](#)

408.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[KostasKostil's solution](#)

409.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[KostasKostil's solution](#)

410.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[KostasKostil's solution](#)

411.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[KostasKostil's solution](#)

412.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[KostasKostil's solution](#)

413.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[KostasKostil's solution](#)

414.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[KostasKostil's solution](#)

415.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[KostasKostil's solution](#)

416.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[KostasKostil's solution](#)

417.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, sortings

[KostasKostil's solution](#)

418.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[KostasKostil's solution](#)

419.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KostasKostil's solution](#)

420.

569D

[Symmetric and Transitive](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[KostasKostil's solution](#)

421.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[KostasKostil's solution](#)

422.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2018-03-16 · Python 3 (first AC) · Tags: *special

[KostasKostil's solution](#)

423.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2018-03-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[KostasKostil's solution](#)

424.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[KostasKostil's solution](#)

425.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[KostasKostil's solution](#)

426.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[KostasKostil's solution](#)

427.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

428.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[KostasKostil's solution](#)

429.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[KostasKostil's solution](#)

430.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[KostasKostil's solution](#)

431.

1563C

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

Rating: 2000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

432.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KostasKostil's solution](#)

433.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[KostasKostil's solution](#)

434.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[KostasKostil's solution](#)

435.

1354C2

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

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[KostasKostil's solution](#)

436.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

437.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[KostasKostil's solution](#)

438.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[KostasKostil's solution](#)

439.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[KostasKostil's solution](#)

440.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,214 global accepts · Rating: 2000 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[KostasKostil's solution](#)

441.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[KostasKostil's solution](#)

442.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[KostasKostil's solution](#)

443.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[KostasKostil's solution](#)

444.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[KostasKostil's solution](#)

445.

1102F

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Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[KostasKostil's solution](#)

446.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[KostasKostil's solution](#)

447.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

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448.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[KostasKostil's solution](#)

449.

1975E

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Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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450.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[KostasKostil's solution](#)

451.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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452.

1252G

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Quality: 1,553 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[KostasKostil's solution](#)

453.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[KostasKostil's solution](#)

454.

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[KostasKostil's solution](#)

455.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[KostasKostil's solution](#)

456.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[KostasKostil's solution](#)

457.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[KostasKostil's solution](#)

458.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[KostasKostil's solution](#)

459.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[KostasKostil's solution](#)

460.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

461.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[KostasKostil's solution](#)

462.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[KostasKostil's solution](#)

463.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[KostasKostil's solution](#)

464.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[KostasKostil's solution](#)

465.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · last AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[KostasKostil's solution](#)

466.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[KostasKostil's solution](#)

467.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[KostasKostil's solution](#)

468.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[KostasKostil's solution](#)

469.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[KostasKostil's solution](#)

470.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,130 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[KostasKostil's solution](#)

471.

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[KostasKostil's solution](#)

472.

776E

[The Holmes Children · Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: math, number theory

[KostasKostil's solution](#)

473.

1266E

[Spaceship Solitaire · Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[KostasKostil's solution](#)

474.

2039E

[Shohag Loves Inversions · Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[KostasKostil's solution](#)

475.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[KostasKostil's solution](#)

476.

1946E

[Girl Permutation · Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[KostasKostil's solution](#)

477.

1938E

[Duplicates · Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

478.

1252E

[Songwriter · Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[KostasKostil's solution](#)

479.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[KostasKostil's solution](#)

480.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[KostasKostil's solution](#)

481.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[KostasKostil's solution](#)

482.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[KostasKostil's solution](#)

483.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[KostasKostil's solution](#)

484.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[KostasKostil's solution](#)

485.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KostasKostil's solution](#)

486.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[KostasKostil's solution](#)

487.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[KostasKostil's solution](#)

488.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[KostasKostil's solution](#)

489.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

490.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[KostasKostil's solution](#)

491.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[KostasKostil's solution](#)

492.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[KostasKostil's solution](#)

493.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[KostasKostil's solution](#)

494.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[KostasKostil's solution](#)

495.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,524 global accepts · Rating: 2200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KostasKostil's solution](#)

496.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[KostasKostil's solution](#)

497.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[KostasKostil's solution](#)

498.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[KostasKostil's solution](#)

499.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[KostasKostil's solution](#)

500.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[KostasKostil's solution](#)

501.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KostasKostil's solution](#)

502.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[KostasKostil's solution](#)

503.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[KostasKostil's solution](#)

504.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[KostasKostil's solution](#)

505.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[KostasKostil's solution](#)

506.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

507.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[KostasKostil's solution](#)

508.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[KostasKostil's solution](#)

509.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[KostasKostil's solution](#)

510.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[KostasKostil's solution](#)

511.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[KostasKostil's solution](#)

512.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[KostasKostil's solution](#)

513.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[KostasKostil's solution](#)

514.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[KostasKostil's solution](#)

515.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[KostasKostil's solution](#)

516.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[KostasKostil's solution](#)

517.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[KostasKostil's solution](#)

518.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[KostasKostil's solution](#)

519.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-03-29 · last AC: 2020-03-29 · GNU C++11 (first AC) · Tags: dp

[KostasKostil's solution](#)

520.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2019-04-05 · last AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dsu, graphs

[KostasKostil's solution](#)

521.

950F

[Curfew](#) · [Tutorial](#)

Quality: 2300 · first AC: 2018-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KostasKostil's solution](#)

522.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[KostasKostil's solution](#)

523.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

524.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

525.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[KostasKostil's solution](#)

526.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[KostasKostil's solution](#)

527.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[KostasKostil's solution](#)

528.

1483D

[Useful Edges](#) · [Tutorial](#)

Quality: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[KostasKostil's solution](#)

529.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[KostasKostil's solution](#)

530.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[KostasKostil's solution](#)

531.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[KostasKostil's solution](#)

532.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[KostasKostil's solution](#)

533.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[KostasKostil's solution](#)

534.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[KostasKostil's solution](#)

535.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[KostasKostil's solution](#)

536.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[KostasKostil's solution](#)

537.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-27 · last AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[KostasKostil's solution](#)

538.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[KostasKostil's solution](#)

539.

929D

[A504@ C =C,,GCÔKCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

540.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[KostasKostil's solution](#)

541.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[KostasKostil's solution](#)

542.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[KostasKostil's solution](#)

543.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[KostasKostil's solution](#)

544.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[KostasKostil's solution](#)

545.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[KostasKostil's solution](#)

546.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[KostasKostil's solution](#)

547.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[KostasKostil's solution](#)

548.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[KostasKostil's solution](#)

549.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[KostasKostil's solution](#)

550.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[KostasKostil's solution](#)

551.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[KostasKostil's solution](#)

552.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[KostasKostil's solution](#)

553.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[KostasKostil's solution](#)

554.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[KostasKostil's solution](#)

555.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[KostasKostil's solution](#)

556.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[KostasKostil's solution](#)

557.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[KostasKostil's solution](#)

558.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[KostasKostil's solution](#)

559.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs
[KostasKostil's solution](#)

560.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[KostasKostil's solution](#)

561.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · last AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[KostasKostil's solution](#)

562.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-04-14 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[KostasKostil's solution](#)

563.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[KostasKostil's solution](#)

564.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[KostasKostil's solution](#)

565.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[KostasKostil's solution](#)

566.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[KostasKostil's solution](#)

567.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[KostasKostil's solution](#)

568.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[KostasKostil's solution](#)

569.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[KostasKostil's solution](#)

570.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[KostasKostil's solution](#)

571.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, probabilities

[KostasKostil's solution](#)

572.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[KostasKostil's solution](#)

573.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[KostasKostil's solution](#)

574.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[KostasKostil's solution](#)

575.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[KostasKostil's solution](#)

576.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[KostasKostil's solution](#)

577.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[KostasKostil's solution](#)

578.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[KostasKostil's solution](#)

579.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[KostasKostil's solution](#)

580.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[KostasKostil's solution](#)

581.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[KostasKostil's solution](#)

582.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[KostasKostil's solution](#)

583.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[KostasKostil's solution](#)

584.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[KostasKostil's solution](#)

585.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

586.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[KostasKostil's solution](#)

587.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[KostasKostil's solution](#)

588.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[KostasKostil's solution](#)

589.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

590.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KostasKostil's solution](#)

591.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[KostasKostil's solution](#)

592.

1270G

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

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[KostasKostil's solution](#)

593.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[KostasKostil's solution](#)

594.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[KostasKostil's solution](#)

595.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[KostasKostil's solution](#)

596.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[KostasKostil's solution](#)

597.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

598.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[KostasKostil's solution](#)

599.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[KostasKostil's solution](#)

600.

73F

[Plane of Tanks](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[KostasKostil's solution](#)

601.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-03-29 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

602.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KostasKostil's solution](#)

603.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[KostasKostil's solution](#)

604.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[KostasKostil's solution](#)

605.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2020-03-28 · last AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[KostasKostil's solution](#)

606.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[KostasKostil's solution](#)

607.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[KostasKostil's solution](#)

608.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[KostasKostil's solution](#)

609.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

610.

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[KostasKostil's solution](#)

611.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[KostasKostil's solution](#)

612.

1340E

[Nastya and Bees](#) · [Tutorial](#)

Quality: 3000 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: *broken, graphs, interactive, probabilities

[KostasKostil's solution](#)

613.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

614.

1958I

[Equal Trees](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, graphs, meet-in-the-middle

[KostasKostil's solution](#)

615.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2024-04-03 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[KostasKostil's solution](#)

616.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[KostasKostil's solution](#)

617.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KostasKostil's solution](#)

618.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[KostasKostil's solution](#)

619.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[KostasKostil's solution](#)

620.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[KostasKostil's solution](#)

621.

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2023-10-20 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[KostasKostil's solution](#)

622.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: flows

[KostasKostil's solution](#)

623.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-27 · last AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[KostasKostil's solution](#)

624.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[KostasKostil's solution](#)

625.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

626.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[KostasKostil's solution](#)

627.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[KostasKostil's solution](#)

628.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[KostasKostil's solution](#)

629.

100166G

[B-0D A D\\$>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

630.

100166F

[AD50iaD BD 0](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

631.

105141A

[The Generalized Cannonball Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

632.

105141J

[Fashionable Suit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

633.

105141G

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

634.

105141C

[Cake and Candles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

635.

105141E

[Safe Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

636.

105141I

[Open BSUIR](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

637.

105141B

[Reliable delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

638.

105141K

[Starry Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

639.

105141F

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

640.

105141H

[Space Bar](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

641.

105141D

[Difficult problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

642.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

643.

105053H

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

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

644.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

645.

105053F

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

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

646.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

647.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

648.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

649.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

650.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

651.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

652.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

653.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

654.

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · last AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[KostasKostil's solution](#)

655.

104633N

[What's Our Vector, Victor? · Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

656.

104633H

[QC QC · Tutorial](#)

Rating: — · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

657.

104633I

[Quests · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

658.

104633B

[The Cost of Speed Limits · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

659.

104633C

[Domes · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

660.

104633M

[Trailing Digits · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

661.

104633A

[Cardiology · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

662.

104633F

[Ley Lines · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

663.

104633J

['S No Problem · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

664.

104633G

[Opportunity Cost · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

665.

104633D

[Gene Folding · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

666.

1046330

[Which Planet is This?! · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

667.

104633E

[Landscape Generator · Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

668.

102392A

[Max or Min · Tutorial](#)

Rating: — · first AC: 2021-10-02 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

669.

102392I

[Absolute Game · Tutorial](#)

Rating: — · first AC: 2021-10-02 · last AC: 2024-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

670.

undefined383

[Caravans · Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[KostasKostil's solution](#)

671.

102511K

[Traffic Blights · Tutorial](#)

Rating: — · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

672.

102511J

[Miniature Golf · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

673.

102511B

[Beautiful Bridges · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

674.

102511G

[First of Her Name · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

675.

102511A

[Azulejos · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

676.

102511D

[Circular DNA · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

677.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

678.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

679.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[KostasKostil's solution](#)

680.

1952J

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

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[KostasKostil's solution](#)

681.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[KostasKostil's solution](#)

682.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules

[KostasKostil's solution](#)

683.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[KostasKostil's solution](#)

684.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[KostasKostil's solution](#)

685.

1952A

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

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[KostasKostil's solution](#)

686.

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

687.

101175B

[Affine Mess](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

688.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

689.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

690.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

691.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

692.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

693.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[KostasKostil's solution](#)

694.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

695.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

696.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

697.

100140G

[B5D<C>5 C, 1CT;C&5](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

698.

100140A

[AÄÖöA C,,<C ;DÄ=D´9 Cö>D\\$>C](#)

Rating: — · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

699.

100140C

[k-D 2D07CÔ>D BDÀ](#)

Rating: — · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

700.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

701.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

702.

101471A

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

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

703.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

704.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

705.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

706.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

707.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

708.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

709.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

710.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

711.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

712.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

713.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

714.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

715.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

716.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

717.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

718.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

719.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

720.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

721.

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

722.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

723.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

724.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

725.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

726.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

727.

104172D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

728.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

729.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

730.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

731.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

732.

104172L

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

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

733.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

734.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

735.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

736.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

737.

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

738.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

739.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

740.

104270D

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

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

741.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

742.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

743.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

744.

104270M

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

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

745.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

746.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

747.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

748.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

749.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

750.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

751.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

752.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

753.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

754.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

755.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

756.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

757.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

758.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

759.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

760.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search

[KostasKostil's solution](#)

761.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[KostasKostil's solution](#)

762.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[KostasKostil's solution](#)

763.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[KostasKostil's solution](#)

764.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[KostasKostil's solution](#)

765.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[KostasKostil's solution](#)

766.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[KostasKostil's solution](#)

767.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[KostasKostil's solution](#)

768.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[KostasKostil's solution](#)

769.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[KostasKostil's solution](#)

770.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[KostasKostil's solution](#)

771.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[KostasKostil's solution](#)

772.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees

[KostasKostil's solution](#)

773.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

774.

103470B

[Puzzle in Inazuma](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

775.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

776.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

777.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

778.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

779.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

780.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

781.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

782.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

783.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

784.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

785.

102759A

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

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

786.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

787.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

788.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

789.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

790.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

791.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

792.

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

793.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

794.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[KostasKostil's solution](#)

795.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

796.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

797.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

798.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

799.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

800.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

801.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

802.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

803.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[KostasKostil's solution](#)

804.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

805.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[KostasKostil's solution](#)

806.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

807.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[KostasKostil's solution](#)

808.

102059J

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

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

809.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

810.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

811.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

812.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

813.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

814.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

815.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

816.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

817.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

818.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

819.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

820.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

821.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

822.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

823.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

824.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

825.

103102I

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

826.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

827.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

828.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

829.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

830.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

831.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

832.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

833.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

834.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

835.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

836.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

837.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

838.

103119L

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

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

839.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

840.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

841.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

842.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

843.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

844.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

845.

102832D

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

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

846.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[KostasKostil's solution](#)

847.

1531E2

[B 7D0BC,,@ Cä2C¼0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[KostasKostil's solution](#)

848.

1531E1

[B 7D0BC,,@ Cä2C¼0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[KostasKostil's solution](#)

849.

1531D

[B 5CD0C¼B0ja@ D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[KostasKostil's solution](#)

850.

1531C

[B 8CÄ¼CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[KostasKostil's solution](#)

851.

1531B2

[AÄ¼CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[KostasKostil's solution](#)

852.

1531B1

[AÄ¼CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[KostasKostil's solution](#)

853.

1531A

[At8C03CT@hicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[KostasKostil's solution](#)

854.

1331E

[Jordan Smiley · Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[KostasKostil's solution](#)

855.

1331A

[Is it rated? · Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special

[KostasKostil's solution](#)

856.

1145A

[Thanos Sort · Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[KostasKostil's solution](#)

857.

1017132

[A=ZC4D 0D\\$K C, :D41D°](#)

Rating: — · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

858.

1017131

[B4D4GD,,5C08CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

859.

1012927

[B 8C0s0\\$KCR ?Cä;Dö](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

860.

1012925

[A·2D\\$>0Ä0D\\$8Ct8D >C\\$0CÔ=Cä5 D4?D 0C\\$;CT=C,,5 CD>D BC 2Cα>C•](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

861.

1012543

[B 0C00TICT=C,,5 CD0CÔ=D'E](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

862.

1012542

[A000L C=CC'OD\\$>D](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

863.

1012541

[A000A?D4A](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

864.

102103H

[H · Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

865.

102103A

[A F Ö ç B F - y - T @ r i a l](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

866.

102069C

[A Å D \\$ @ C à](#)

Rating: — · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

867.

102069B

[A D 5 D \\$ 8 C , 1 D 4 : C \\$ K](#)

Rating: — · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

868.

102069A

[A ä Ö ç C ô 8 C 4 C](#)

Rating: — · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

869.

101154C

[A 4 @ C i a C T = D ' 5 D B C : C = D °](#)

Rating: — · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

870.

101154H

[A ó C D \\$ 5 D , 5 D B C \\$ 8 C R A C α 2 C ä 7 D Â < C , , @ D °](#)

Rating: — · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

871.

100296A

[A ä ; C T i o , 4 C \\$ > C , , G C Ô K C R ? C ä A C ' 5 C D > C \\$ 0 D \\$ 5 C ' L C Ô > D B C €](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

872.

100296E

[B \\$ 5 C ' 5 D > C Ô = D ' 5 C Ô > C Ä 5 D 0](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

873.

100296H

[A t O D ' 8 D " 5 C Ô = C ä 5 D > C T 4 C , , = C T = C , , 5](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

874.

100296I

[A C 5 D ' 5 D \\$ O C 4 8 C \\$ 0 C Ô 8 C R : C = C B C](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

875.

100296D

[A5C@C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

876.

100296G

[A@C|7D°](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

877.

100296B

[A4D>CB 'CP](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

878.

100538J

[A,3D0i0 > D BD >Cα>C•](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

879.

100538C

[B·B0t;€ 0Cb A Cα=C,,3C <C€](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

880.

100538D

[BTαiC€](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

881.

100538B

[BD8Ct;D4;DÄBD4@CÔKC' 7C ;](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

882.

100538I

[AαD;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

883.

100538E

[B4@Cä! DD8Ct;D4;DÄBD4@D°](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

884.

100538G

[ADBCÄD 8 Cα>CÔAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

885.

100703I

[Endeavor for perfection · Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

886.

100703B

[Energy Saving](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

887.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

888.

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

889.

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

890.

100703L

[Many questions](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

891.

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

892.

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

893.

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

894.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

895.

100077A

[B4ACT@CD=D`5 C >C @D°](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

896.

100077F

[A00050T5-C\\$>!](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

897.

100077E

[A70Cä@Cä2Cä5 C68D\\$0CÔ8CP](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

898.

100077I

[B 00ÄaC AD\\$5C65CÔ5C•](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

899.

100077G

[B07DäC€](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

900.

100715B

[B,80Dä@Cä2Cä0](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

901.

100411C

[C · Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

902.

100411B

[B · Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[KostasKostil's solution](#)

903.

100411A

[A · Tutorial](#)

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