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Unique solved — KseniaShk

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

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

Filters: none

Count: 1,486

1.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

2.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

3.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[KseniaShk's solution](#)

4.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,927 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

5.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[KseniaShk's solution](#)

6.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[KseniaShk's solution](#)

7.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[KseniaShk's solution](#)

8.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

9.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

10.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[KseniaShk's solution](#)

11.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,040 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

12.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[KseniaShk's solution](#)

13.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KseniaShk's solution](#)

14.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

15.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,213 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

16.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

17.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[KseniaShk's solution](#)

18.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

19.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[KseniaShk's solution](#)

20.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[KseniaShk's solution](#)

21.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[KseniaShk's solution](#)

22.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

23.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[KseniaShk's solution](#)

24.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[KseniaShk's solution](#)

25.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[KseniaShk's solution](#)

26.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[KseniaShk's solution](#)

27.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[KseniaShk's solution](#)

28.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[KseniaShk's solution](#)

29.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[KseniaShk's solution](#)

30.

1914A

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

Quality: 35,158 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[KseniaShk's solution](#)

31.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[KseniaShk's solution](#)

32.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[KseniaShk's solution](#)

33.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[KseniaShk's solution](#)

34.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[KseniaShk's solution](#)

35.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[KseniaShk's solution](#)

36.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: math
[KseniaShk's solution](#)

37.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[KseniaShk's solution](#)

38.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[KseniaShk's solution](#)

39.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[KseniaShk's solution](#)

40.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[KseniaShk's solution](#)

41.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[KseniaShk's solution](#)

42.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

43.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

44.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[KseniaShk's solution](#)

45.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[KseniaShk's solution](#)

46.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[KseniaShk's solution](#)

47.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KseniaShk's solution](#)

48.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[KseniaShk's solution](#)

49.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[KseniaShk's solution](#)

50.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[KseniaShk's solution](#)

51.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: strings

[KseniaShk's solution](#)

52.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[KseniaShk's solution](#)

53.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

math

[KseniaShk's solution](#)

54.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[KseniaShk's solution](#)

55.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[KseniaShk's solution](#)

56.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[KseniaShk's solution](#)

57.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

58.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[KseniaShk's solution](#)

59.

1833C

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

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

60.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[KseniaShk's solution](#)

61.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[KseniaShk's solution](#)

62.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[KseniaShk's solution](#)

63.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[KseniaShk's solution](#)

64.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[KseniaShk's solution](#)

65.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,682 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

66.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[KseniaShk's solution](#)

67.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

68.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[KseniaShk's solution](#)

69.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,337 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[KseniaShk's solution](#)

70.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KseniaShk's solution](#)

71.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

72.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,216 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[KseniaShk's solution](#)

73.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[KseniaShk's solution](#)

74.

1791A

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

Quality: 80,643 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[KseniaShk's solution](#)

75.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[KseniaShk's solution](#)

76.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

77.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,978 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[KseniaShk's solution](#)

78.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,323 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[KseniaShk's solution](#)

79.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[KseniaShk's solution](#)

80.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[KseniaShk's solution](#)

81.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[KseniaShk's solution](#)

82.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

83.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

84.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

85.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

86.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

87.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[KseniaShk's solution](#)

88.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

89.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[KseniaShk's solution](#)

90.

1005A

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

Quality: 27,513 global accepts · Rating: 800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

91.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[KseniaShk's solution](#)

92.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[KseniaShk's solution](#)

93.

1783A

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

Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[KseniaShk's solution](#)

94.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

95.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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96.

1768A

[Greatest Convex](#) · [Tutorial](#)

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

[KseniaShk's solution](#)

97.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[KseniaShk's solution](#)

98.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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99.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[KseniaShk's solution](#)

100.

1462B

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

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101.

1462A

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102.

1619B

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103.

1619A

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104.

1676C

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105.

1676B

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106.

1676A

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107.

1703C

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108.

1703B

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109.

1703A

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110.

1692C

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111.

1692B

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112.

1692A

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[KseniaShk's solution](#)

113.

1742B

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114.

1742A

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115.

1722C

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1722B

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117.

1722A

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118.

1669C

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119.

1669B

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120.

1669A

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121.

1731A

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122.

1352A

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123.

1760C

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124.

1760B

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125.

1760A

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126.

1102A

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127.

977A

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128.

1772B

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129.

1772A

[A+B?](#) · [Tutorial](#)

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130.

1758A

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131.

1767B

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132.

1767A

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133.

1766A

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[KseniaShk's solution](#)

134.

1769A

[B47Cm0D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[KseniaShk's solution](#)

135.

1497A

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136.

1764A

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137.

1744A

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138.

1749A

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139.

1743A

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140.

1746B

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141.

1746A

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142.

1736A

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143.

1719A

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144.

1734B

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145.

1714B

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146.

734A

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147.

1629A

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148.

1735A

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149.

1702A

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150.

1738A

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151.

1739A

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152.

1734A

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153.

1730A

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154.

1716A

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1712A

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156.

1733A

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157.

50A

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158.

1729A

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159.

1725A

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160.

1728B

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161.

1728A

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162.

1717A

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163.

1721A

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164.

1720B

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1561A

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166.

1705A

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167.

1701B

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168.

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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169.

1698B

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Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

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170.

1698A

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171.

1249A

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172.

1688B

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1688A

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174.

1691A

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Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

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175.

1686B

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176.

1686A

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177.

1682A

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178.

1684B

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179.

1684A

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180.

1678B1

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181.

1678A

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Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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182.

1668A

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Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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183.

1660B

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[KseniaShk's solution](#)

184.

1660A

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Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-18 · MS C++ 2017 (first AC) · Tags: greedy, math

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185.

1646B

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186.

1646A

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187.

1665A

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188.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · MS C++ 2017 (first AC) · Tags: greedy

[KseniaShk's solution](#)

189.

1657A

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190.

1652B

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Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[KseniaShk's solution](#)

191.

1652A

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Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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192.

1638A

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193.

1633B

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194.

1633A

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Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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195.

1632A

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Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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196.

1623A

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Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

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197.

1622A

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198.

1618B

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Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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199.

1618A

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200.

1591A

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[KseniaShk's solution](#)

201.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

202.

1594A

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

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[KseniaShk's solution](#)

203.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KseniaShk's solution](#)

204.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[KseniaShk's solution](#)

205.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[KseniaShk's solution](#)

206.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

207.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[KseniaShk's solution](#)

208.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KseniaShk's solution](#)

209.

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

210.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[KseniaShk's solution](#)

211.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

212.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KseniaShk's solution](#)

213.

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-07-27 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[KseniaShk's solution](#)

214.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

215.

231A

[Team](#) · [Tutorial](#)

Quality: 430,367 global accepts · Rating: 800 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: brute force, greedy

[KseniaShk's solution](#)

216.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,042 global accepts · Rating: 800 · first AC: 2021-07-26 · PyPy 3 (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

217.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

218.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[KseniaShk's solution](#)

219.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[KseniaShk's solution](#)

220.

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

221.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[KseniaShk's solution](#)

222.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[KseniaShk's solution](#)

223.

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

224.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[KseniaShk's solution](#)

225.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[KseniaShk's solution](#)

226.

1520A

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

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KseniaShk's solution](#)

227.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[KseniaShk's solution](#)

228.

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[KseniaShk's solution](#)

229.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[KseniaShk's solution](#)

230.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[KseniaShk's solution](#)

231.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[KseniaShk's solution](#)

232.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,127 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[KseniaShk's solution](#)

233.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[KseniaShk's solution](#)

234.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[KseniaShk's solution](#)

235.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · MS C++ 2017 (first AC) · Tags: greedy, math
[KseniaShk's solution](#)

236.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · MS C++ 2017 (first AC) · Tags: implementation, sortings
[KseniaShk's solution](#)

237.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2021-02-11 · MS C++ 2017 (first AC) · Tags: brute force, implementation
[KseniaShk's solution](#)

238.

1480A

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

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · MS C++ 2017 (first AC) · Tags: games, greedy, strings

[KseniaShk's solution](#)

239.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · MS C++ 2017 (first AC) · Tags: brute force, geometry, math

[KseniaShk's solution](#)

240.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · MS C++ 2017 (first AC) · Tags: dp, greedy

[KseniaShk's solution](#)

241.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2020-12-24 · MS C++ 2017 (first AC) · Tags: math, probabilities

[KseniaShk's solution](#)

242.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

243.

1453A

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

Quality: 24,280 global accepts · Rating: 800 · first AC: 2020-12-04 · MS C++ 2017 (first AC) · Tags: implementation

[KseniaShk's solution](#)

244.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · MS C++ 2017 (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

245.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · MS C++ 2017 (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

246.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-11-26 · MS C++ 2017 (first AC) · Tags: math

[KseniaShk's solution](#)

247.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · MS C++ 2017 (first AC) · Tags: implementation

[KseniaShk's solution](#)

248.

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2020-11-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, probabilities

[KseniaShk's solution](#)

249.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: greedy

[KseniaShk's solution](#)

250.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: math

[KseniaShk's solution](#)

251.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · MS C++ 2017 (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

252.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[KseniaShk's solution](#)

253.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

254.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

255.

1433A

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

Quality: 62,660 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

256.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[KseniaShk's solution](#)

257.

1398B

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

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

[KseniaShk's solution](#)

258.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[KseniaShk's solution](#)

259.

1393A

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

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

[KseniaShk's solution](#)

260.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[KseniaShk's solution](#)

261.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

262.

1353B

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

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · Python 3 (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

263.

1353A

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

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[KseniaShk's solution](#)

264.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · Python 3 (first AC) · Tags: math

[KseniaShk's solution](#)

265.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-01-28 · Python 3 (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

266.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2020-01-28 · Python 3 (first AC) · Tags: implementation

[KseniaShk's solution](#)

267.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-27 · Python 3 (first AC) · Tags: math

[KseniaShk's solution](#)

268.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2020-01-25 · Python 3 (first AC) · Tags: math

[KseniaShk's solution](#)

269.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-25 · Python 3 (first AC) · Tags: math

[KseniaShk's solution](#)

270.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 800 · first AC: 2020-01-05 · last AC: 2020-01-07 · Python 3 (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

271.

1283A

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

Quality: 61,306 global accepts · Rating: 800 · first AC: 2019-12-28 · Python 3 (first AC) · Tags: math

[KseniaShk's solution](#)

272.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · Python 3 (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

273.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · Python 3 (first AC) · Tags: implementation, sortings, strings

[KseniaShk's solution](#)

274.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KseniaShk's solution](#)

275.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

276.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[KseniaShk's solution](#)

277.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

278.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[KseniaShk's solution](#)

279.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

280.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[KseniaShk's solution](#)

281.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[KseniaShk's solution](#)

282.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[KseniaShk's solution](#)

283.

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

284.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[KseniaShk's solution](#)

285.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: 900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math
[KseniaShk's solution](#)

286.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

287.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[KseniaShk's solution](#)

288.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[KseniaShk's solution](#)

289.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

290.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[KseniaShk's solution](#)

291.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[KseniaShk's solution](#)

292.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[KseniaShk's solution](#)

293.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

294.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[KseniaShk's solution](#)

295.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

296.

580A

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

Quality: 104,710 global accepts · Rating: 900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[KseniaShk's solution](#)

297.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[KseniaShk's solution](#)

298.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,095 global accepts · Rating: 900 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

299.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,797 global accepts · Rating: 900 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[KseniaShk's solution](#)

300.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KseniaShk's solution](#)

301.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[KseniaShk's solution](#)

302.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

303.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KseniaShk's solution](#)

304.

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

305.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

306.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

307.

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,230 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[KseniaShk's solution](#)

308.

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · MS C++ 2017 (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

309.

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[KseniaShk's solution](#)

310.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[KseniaShk's solution](#)

311.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[KseniaShk's solution](#)

312.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

313.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

314.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[KseniaShk's solution](#)

315.

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[KseniaShk's solution](#)

316.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KseniaShk's solution](#)

317.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[KseniaShk's solution](#)

318.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[KseniaShk's solution](#)

319.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

320.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

321.

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[KseniaShk's solution](#)

322.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[KseniaShk's solution](#)

323.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[KseniaShk's solution](#)

324.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[KseniaShk's solution](#)

325.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

326.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings
[KseniaShk's solution](#)

327.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-01-28 · MS C++ 2017 (first AC) · Tags: brute force, dp, math
[KseniaShk's solution](#)

328.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-01-28 · MS C++ 2017 (first AC) · Tags: math, number theory
[KseniaShk's solution](#)

329.

1471A

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

Quality: 38,221 global accepts · Rating: 900 · first AC: 2021-01-05 · MS C++ 2017 (first AC) · Tags: greedy, math, number theory
[KseniaShk's solution](#)

330.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-11-26 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math
[KseniaShk's solution](#)

331.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2020-11-17 · MS C++ 2017 (first AC) · Tags: greedy, math
[KseniaShk's solution](#)

332.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · Python 3 (first AC) · Tags: math
[KseniaShk's solution](#)

333.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · Python 3 (first AC) · Tags: greedy
[KseniaShk's solution](#)

334.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2020-01-28 · Python 3 (first AC) · Tags: math
[KseniaShk's solution](#)

335.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · Python 3 (first AC) · Tags: math
[KseniaShk's solution](#)

336.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[KseniaShk's solution](#)

337.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[KseniaShk's solution](#)

338.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[KseniaShk's solution](#)

339.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,202 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[KseniaShk's solution](#)

340.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[KseniaShk's solution](#)

341.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

342.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KseniaShk's solution](#)

343.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

344.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[KseniaShk's solution](#)

345.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

346.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[KseniaShk's solution](#)

347.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

348.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[KseniaShk's solution](#)

349.

1506C

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

Quality: 35,643 global accepts · Rating: 1000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[KseniaShk's solution](#)

350.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[KseniaShk's solution](#)

351.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

352.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[KseniaShk's solution](#)

353.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

354.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[KseniaShk's solution](#)

355.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[KseniaShk's solution](#)

356.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: math
[KseniaShk's solution](#)

357.

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[KseniaShk's solution](#)

358.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[KseniaShk's solution](#)

359.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[KseniaShk's solution](#)

360.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[KseniaShk's solution](#)

361.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[KseniaShk's solution](#)

362.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KseniaShk's solution](#)

363.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[KseniaShk's solution](#)

364.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[KseniaShk's solution](#)

365.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[KseniaShk's solution](#)

366.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KseniaShk's solution](#)

367.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

368.

1769B1

[A = >008D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, math

[KseniaShk's solution](#)

369.

339B

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

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

370.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

371.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,462 global accepts · Rating: 1000 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory, sortings

[KseniaShk's solution](#)

372.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[KseniaShk's solution](#)

373.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

374.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[KseniaShk's solution](#)

375.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KseniaShk's solution](#)

376.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[KseniaShk's solution](#)

377.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[KseniaShk's solution](#)

378.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[KseniaShk's solution](#)

379.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[KseniaShk's solution](#)

380.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

381.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KseniaShk's solution](#)

382.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KseniaShk's solution](#)

383.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, math

[KseniaShk's solution](#)

384.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, number theory

[KseniaShk's solution](#)

385.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · MS C++ 2017 (first AC) · Tags: dp, greedy

[KseniaShk's solution](#)

386.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

387.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · Python 3 (first AC) · Tags: math

[KseniaShk's solution](#)

388.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · Python 3 (first AC) · Tags: constructive algorithms

[KseniaShk's solution](#)

389.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2020-01-28 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

390.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · Python 3 (first AC) · Tags: math

[KseniaShk's solution](#)

391.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · last AC: 2019-11-04 · Python 3 (first AC) · Tags: math

[KseniaShk's solution](#)

392.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-10-19 · Python 3 (first AC) · Tags: math

[KseniaShk's solution](#)

393.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[KseniaShk's solution](#)

394.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

395.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[KseniaShk's solution](#)

396.

1873E

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

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[KseniaShk's solution](#)

397.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[KseniaShk's solution](#)

398.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[KseniaShk's solution](#)

399.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[KseniaShk's solution](#)

400.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[KseniaShk's solution](#)

401.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[KseniaShk's solution](#)

402.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[KseniaShk's solution](#)

403.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[KseniaShk's solution](#)

404.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

405.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

406.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[KseniaShk's solution](#)

407.

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[KseniaShk's solution](#)

408.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

409.

1791E

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

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[KseniaShk's solution](#)

410.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

411.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

412.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[KseniaShk's solution](#)

413.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[KseniaShk's solution](#)

414.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[KseniaShk's solution](#)

415.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[KseniaShk's solution](#)

416.

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[KseniaShk's solution](#)

417.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[KseniaShk's solution](#)

418.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[KseniaShk's solution](#)

419.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
[KseniaShk's solution](#)

420.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[KseniaShk's solution](#)

421.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[KseniaShk's solution](#)

422.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[KseniaShk's solution](#)

423.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[KseniaShk's solution](#)

424.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

425.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

426.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[KseniaShk's solution](#)

427.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[KseniaShk's solution](#)

428.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[KseniaShk's solution](#)

429.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, math

[KseniaShk's solution](#)

430.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[KseniaShk's solution](#)

431.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[KseniaShk's solution](#)

432.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[KseniaShk's solution](#)

433.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[KseniaShk's solution](#)

434.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[KseniaShk's solution](#)

435.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[KseniaShk's solution](#)

436.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

437.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[KseniaShk's solution](#)

438.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[KseniaShk's solution](#)

439.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[KseniaShk's solution](#)

440.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[KseniaShk's solution](#)

441.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[KseniaShk's solution](#)

442.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[KseniaShk's solution](#)

443.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-16 · MS C++ 2017 (first AC) · Tags: binary search, brute force, math

[KseniaShk's solution](#)

444.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2021-02-11 · MS C++ 2017 (first AC) · Tags: sortings, strings

[KseniaShk's solution](#)

445.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · MS C++ 2017 (first AC) · Tags: brute force, greedy, implementation, math

[KseniaShk's solution](#)

446.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · MS C++ 2017 (first AC) · Tags: binary search, math

[KseniaShk's solution](#)

447.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-11-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms, games, math

[KseniaShk's solution](#)

448.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · MS C++ 2017 (first AC) · Tags: brute force, greedy

[KseniaShk's solution](#)

449.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: implementation

[KseniaShk's solution](#)

450.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · Python 3 (first AC) · Tags: binary search, brute force, dp, math

[KseniaShk's solution](#)

451.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · Python 3 (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

452.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · Python 3 (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

453.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · Python 3 (first AC) · Tags: greedy, implementation, math

[KseniaShk's solution](#)

454.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-15 · Python 3 (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

455.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[KseniaShk's solution](#)

456.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[KseniaShk's solution](#)

457.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[KseniaShk's solution](#)

458.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[KseniaShk's solution](#)

459.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[KseniaShk's solution](#)

460.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[KseniaShk's solution](#)

461.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[KseniaShk's solution](#)

462.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

463.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[KseniaShk's solution](#)

464.

1150C

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

Rating: 1200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KseniaShk's solution](#)

465.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

466.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[KseniaShk's solution](#)

467.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[KseniaShk's solution](#)

468.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[KseniaShk's solution](#)

469.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

470.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

471.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[KseniaShk's solution](#)

472.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[KseniaShk's solution](#)

473.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

474.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[KseniaShk's solution](#)

475.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[KseniaShk's solution](#)

476.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[KseniaShk's solution](#)

477.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[KseniaShk's solution](#)

478.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[KseniaShk's solution](#)

479.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[KseniaShk's solution](#)

480.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

481.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

482.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

483.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[KseniaShk's solution](#)

484.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[KseniaShk's solution](#)

485.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[KseniaShk's solution](#)

486.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings
[KseniaShk's solution](#)

487.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[KseniaShk's solution](#)

488.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[KseniaShk's solution](#)

489.

1102C

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

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: games
[KseniaShk's solution](#)

490.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[KseniaShk's solution](#)

491.

1769C1

[A650010 CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, greedy
[KseniaShk's solution](#)

492.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[KseniaShk's solution](#)

493.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[KseniaShk's solution](#)

494.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[KseniaShk's solution](#)

495.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[KseniaShk's solution](#)

496.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math,

sortings

[KseniaShk's solution](#)

497.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

498.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[KseniaShk's solution](#)

499.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

500.

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[KseniaShk's solution](#)

501.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[KseniaShk's solution](#)

502.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

503.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

504.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[KseniaShk's solution](#)

505.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[KseniaShk's solution](#)

506.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[KseniaShk's solution](#)

507.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

508.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

509.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[KseniaShk's solution](#)

510.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[KseniaShk's solution](#)

511.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,488 global accepts · Rating: 1200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[KseniaShk's solution](#)

512.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[KseniaShk's solution](#)

513.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[KseniaShk's solution](#)

514.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[KseniaShk's solution](#)

515.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KseniaShk's solution](#)

516.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[KseniaShk's solution](#)

517.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · MS C++ 2017 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[KseniaShk's solution](#)

518.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · MS C++ 2017 (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

519.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

520.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

521.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

522.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[KseniaShk's solution](#)

523.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · Python 3 (first AC) · Tags: binary search, dp, implementation, two pointers

[KseniaShk's solution](#)

524.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · Python 3 (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

525.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[KseniaShk's solution](#)

526.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

527.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[KseniaShk's solution](#)

528.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[KseniaShk's solution](#)

529.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KseniaShk's solution](#)

530.

1926D

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

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[KseniaShk's solution](#)

531.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[KseniaShk's solution](#)

532.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[KseniaShk's solution](#)

533.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[KseniaShk's solution](#)

534.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[KseniaShk's solution](#)

535.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[KseniaShk's solution](#)

536.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[KseniaShk's solution](#)

537.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[KseniaShk's solution](#)

538.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

539.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[KseniaShk's solution](#)

540.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math
[KseniaShk's solution](#)

541.

1810C

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

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

542.

876B

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

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[KseniaShk's solution](#)

543.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[KseniaShk's solution](#)

544.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive
[KseniaShk's solution](#)

545.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[KseniaShk's solution](#)

546.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[KseniaShk's solution](#)

547.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[KseniaShk's solution](#)

548.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[KseniaShk's solution](#)

549.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[KseniaShk's solution](#)

550.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[KseniaShk's solution](#)

551.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[KseniaShk's solution](#)

552.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[KseniaShk's solution](#)

553.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

554.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[KseniaShk's solution](#)

555.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[KseniaShk's solution](#)

556.

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[KseniaShk's solution](#)

557.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,153 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

558.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,123 global accepts · Rating: 1300 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[KseniaShk's solution](#)

559.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

560.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[KseniaShk's solution](#)

561.

1769C2

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Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp

[KseniaShk's solution](#)

562.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KseniaShk's solution](#)

563.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[KseniaShk's solution](#)

564.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[KseniaShk's solution](#)

565.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: data structures, dsu, graphs, greedy

[KseniaShk's solution](#)

566.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[KseniaShk's solution](#)

567.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,425 global accepts · Rating: 1300 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[KseniaShk's solution](#)

568.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-30 · MS C++ 2017 (first AC) · Tags: brute force, data structures

[KseniaShk's solution](#)

569.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation,

math, two pointers

[KseniaShk's solution](#)

570.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[KseniaShk's solution](#)

571.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

572.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[KseniaShk's solution](#)

573.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-18 · MS C++ 2017 (first AC) · Tags: dp, greedy, strings

[KseniaShk's solution](#)

574.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[KseniaShk's solution](#)

575.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[KseniaShk's solution](#)

576.

1618D

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

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

[KseniaShk's solution](#)

577.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

578.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[KseniaShk's solution](#)

579.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[KseniaShk's solution](#)

580.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[KseniaShk's solution](#)

581.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[KseniaShk's solution](#)

582.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[KseniaShk's solution](#)

583.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[KseniaShk's solution](#)

584.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KseniaShk's solution](#)

585.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[KseniaShk's solution](#)

586.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · MS C++ 2017 (first AC) · Tags: brute force, greedy, sortings

[KseniaShk's solution](#)

587.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · MS C++ 2017 (first AC) · Tags: dp, greedy, strings

[KseniaShk's solution](#)

588.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-24 · MS C++ 2017 (first AC) · Tags: dp, math

[KseniaShk's solution](#)

589.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[KseniaShk's solution](#)

590.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-30 · Python 3 (first AC) · Tags: dp, greedy, implementation

[KseniaShk's solution](#)

591.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[KseniaShk's solution](#)

592.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[KseniaShk's solution](#)

593.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[KseniaShk's solution](#)

594.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[KseniaShk's solution](#)

595.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

596.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

597.

1931E

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

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[KseniaShk's solution](#)

598.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[KseniaShk's solution](#)

599.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[KseniaShk's solution](#)

600.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[KseniaShk's solution](#)

601.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[KseniaShk's solution](#)

602.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[KseniaShk's solution](#)

603.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[KseniaShk's solution](#)

604.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

605.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[KseniaShk's solution](#)

606.

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[KseniaShk's solution](#)

607.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[KseniaShk's solution](#)

608.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

609.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[KseniaShk's solution](#)

610.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[KseniaShk's solution](#)

611.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,686 global accepts · Rating: 1400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[KseniaShk's solution](#)

612.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[KseniaShk's solution](#)

613.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[KseniaShk's solution](#)

614.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[KseniaShk's solution](#)

615.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[KseniaShk's solution](#)

616.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

617.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[KseniaShk's solution](#)

618.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

619.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[KseniaShk's solution](#)

620.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[KseniaShk's solution](#)

621.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[KseniaShk's solution](#)

622.

1769B2

[Aesop's Fable](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, math

[KseniaShk's solution](#)

623.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[KseniaShk's solution](#)

624.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[KseniaShk's solution](#)

625.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[KseniaShk's solution](#)

626.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[KseniaShk's solution](#)

627.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[KseniaShk's solution](#)

628.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[KseniaShk's solution](#)

629.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KseniaShk's solution](#)

630.

205B

[Little Elephant and Sorting](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[KseniaShk's solution](#)

631.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

632.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[KseniaShk's solution](#)

633.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[KseniaShk's solution](#)

634.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[KseniaShk's solution](#)

635.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[KseniaShk's solution](#)

636.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2022-07-02 · MS C++ 2017 (first AC) · Tags: implementation, math
[KseniaShk's solution](#)

637.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[KseniaShk's solution](#)

638.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: brute force, math
[KseniaShk's solution](#)

639.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[KseniaShk's solution](#)

640.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[KseniaShk's solution](#)

641.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[KseniaShk's solution](#)

642.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[KseniaShk's solution](#)

643.

1606C

[Banknotes](#) · [Tutorial](#)

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

[KseniaShk's solution](#)

644.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[KseniaShk's solution](#)

645.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[KseniaShk's solution](#)

646.

1515C

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

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

[KseniaShk's solution](#)

647.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[KseniaShk's solution](#)

648.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[KseniaShk's solution](#)

649.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy

[KseniaShk's solution](#)

650.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2021-02-11 · MS C++ 2017 (first AC) · Tags: implementation, sortings

[KseniaShk's solution](#)

651.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-28 · MS C++ 2017 (first AC) · Tags: combinatorics, graphs, math

[KseniaShk's solution](#)

652.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[KseniaShk's solution](#)

653.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · MS C++ 2017 (first AC) · Tags: brute force, dp, implementation
[KseniaShk's solution](#)

654.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · MS C++ 2017 (first AC) · Tags: dp, implementation
[KseniaShk's solution](#)

655.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: binary search, greedy, math, sortings
[KseniaShk's solution](#)

656.

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[KseniaShk's solution](#)

657.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-04 · Python 3 (first AC) · Tags: greedy
[KseniaShk's solution](#)

658.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[KseniaShk's solution](#)

659.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[KseniaShk's solution](#)

660.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[KseniaShk's solution](#)

661.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[KseniaShk's solution](#)

662.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

663.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[KseniaShk's solution](#)

664.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[KseniaShk's solution](#)

665.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[KseniaShk's solution](#)

666.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[KseniaShk's solution](#)

667.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[KseniaShk's solution](#)

668.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, sortings

[KseniaShk's solution](#)

669.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[KseniaShk's solution](#)

670.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[KseniaShk's solution](#)

671.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[KseniaShk's solution](#)

672.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation

[KseniaShk's solution](#)

673.

1791F

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

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[KseniaShk's solution](#)

674.

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

675.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[KseniaShk's solution](#)

676.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

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

[KseniaShk's solution](#)

677.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[KseniaShk's solution](#)

678.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[KseniaShk's solution](#)

679.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[KseniaShk's solution](#)

680.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, sortings

[KseniaShk's solution](#)

681.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[KseniaShk's solution](#)

682.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math
[KseniaShk's solution](#)

683.

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[KseniaShk's solution](#)

684.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation
[KseniaShk's solution](#)

685.

1213D1

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

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[KseniaShk's solution](#)

686.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,490 global accepts · Rating: 1500 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[KseniaShk's solution](#)

687.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,934 global accepts · Rating: 1500 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers
[KseniaShk's solution](#)

688.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[KseniaShk's solution](#)

689.

1676H2

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

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[KseniaShk's solution](#)

690.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[KseniaShk's solution](#)

691.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[KseniaShk's solution](#)

692.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[KseniaShk's solution](#)

693.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[KseniaShk's solution](#)

694.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[KseniaShk's solution](#)

695.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[KseniaShk's solution](#)

696.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KseniaShk's solution](#)

697.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[KseniaShk's solution](#)

698.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[KseniaShk's solution](#)

699.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[KseniaShk's solution](#)

700.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[KseniaShk's solution](#)

701.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[KseniaShk's solution](#)

702.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

703.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[KseniaShk's solution](#)

704.

205D

[Little Elephant and Cards](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, sortings

[KseniaShk's solution](#)

705.

205C

[Little Elephant and Interval](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, dp, math

[KseniaShk's solution](#)

706.

1440C1

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

Rating: 1500 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[KseniaShk's solution](#)

707.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[KseniaShk's solution](#)

708.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2022-07-02 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, dp, greedy

[KseniaShk's solution](#)

709.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2022-07-02 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, math

[KseniaShk's solution](#)

710.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[KseniaShk's solution](#)

711.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-04-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[KseniaShk's solution](#)

712.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · MS C++ 2017 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[KseniaShk's solution](#)

713.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-04-10 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[KseniaShk's solution](#)

714.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[KseniaShk's solution](#)

715.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[KseniaShk's solution](#)

716.

1542B

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

Quality: 26,375 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[KseniaShk's solution](#)

717.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[KseniaShk's solution](#)

718.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · MS C++ 2017 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[KseniaShk's solution](#)

719.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[KseniaShk's solution](#)

720.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · MS C++ 2017 (first AC) · Tags: binary search, brute force, math, number theory

[KseniaShk's solution](#)

721.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[KseniaShk's solution](#)

722.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · MS C++ 2017 (first AC) · Tags: dp, math, probabilities

[KseniaShk's solution](#)

723.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[KseniaShk's solution](#)

724.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, number theory

[KseniaShk's solution](#)

725.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[KseniaShk's solution](#)

726.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[KseniaShk's solution](#)

727.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[KseniaShk's solution](#)

728.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[KseniaShk's solution](#)

729.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[KseniaShk's solution](#)

730.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[KseniaShk's solution](#)

731.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[KseniaShk's solution](#)

732.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[KseniaShk's solution](#)

733.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[KseniaShk's solution](#)

734.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[KseniaShk's solution](#)

735.

1811D

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

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[KseniaShk's solution](#)

736.

1397C

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

Rating: 1600 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KseniaShk's solution](#)

737.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[KseniaShk's solution](#)

738.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[KseniaShk's solution](#)

739.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, expression parsing, implementation

[KseniaShk's solution](#)

740.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[KseniaShk's solution](#)

741.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[KseniaShk's solution](#)

742.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[KseniaShk's solution](#)

743.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[KseniaShk's solution](#)

744.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[KseniaShk's solution](#)

745.

1213D2

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

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[KseniaShk's solution](#)

746.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[KseniaShk's solution](#)

747.

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[KseniaShk's solution](#)

748.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[KseniaShk's solution](#)

749.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[KseniaShk's solution](#)

750.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force
[KseniaShk's solution](#)

751.

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-08-01 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[KseniaShk's solution](#)

752.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
[KseniaShk's solution](#)

753.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KseniaShk's solution](#)

754.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

755.

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[KseniaShk's solution](#)

756.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

757.

1754D

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

Rating: 1600 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[KseniaShk's solution](#)

758.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[KseniaShk's solution](#)

759.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

760.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

761.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

762.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[KseniaShk's solution](#)

763.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[KseniaShk's solution](#)

764.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[KseniaShk's solution](#)

765.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[KseniaShk's solution](#)

766.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[KseniaShk's solution](#)

767.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-30 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, interactive

[KseniaShk's solution](#)

768.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[KseniaShk's solution](#)

769.

1678C

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

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

[KseniaShk's solution](#)

770.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[KseniaShk's solution](#)

771.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-18 · MS C++ 2017 (first AC) · Tags: brute force, implementation, math, two pointers

[KseniaShk's solution](#)

772.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings, trees

[KseniaShk's solution](#)

773.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[KseniaShk's solution](#)

774.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[KseniaShk's solution](#)

775.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[KseniaShk's solution](#)

776.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[KseniaShk's solution](#)

777.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[KseniaShk's solution](#)

778.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[KseniaShk's solution](#)

779.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KseniaShk's solution](#)

780.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[KseniaShk's solution](#)

781.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[KseniaShk's solution](#)

782.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

783.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[KseniaShk's solution](#)

784.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[KseniaShk's solution](#)

785.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[KseniaShk's solution](#)

786.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[KseniaShk's solution](#)

787.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[KseniaShk's solution](#)

788.

939C

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

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2020-12-16 · last AC: 2020-12-16 · MS C++ 2017 (first AC) · Tags: binary search, two pointers

[KseniaShk's solution](#)

789.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[KseniaShk's solution](#)

790.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[KseniaShk's solution](#)

791.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[KseniaShk's solution](#)

792.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[KseniaShk's solution](#)

793.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[KseniaShk's solution](#)

794.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[KseniaShk's solution](#)

795.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[KseniaShk's solution](#)

796.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[KseniaShk's solution](#)

797.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[KseniaShk's solution](#)

798.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[KseniaShk's solution](#)

799.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[KseniaShk's solution](#)

800.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[KseniaShk's solution](#)

801.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[KseniaShk's solution](#)

802.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[KseniaShk's solution](#)

803.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[KseniaShk's solution](#)

804.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

805.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[KseniaShk's solution](#)

806.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[KseniaShk's solution](#)

807.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[KseniaShk's solution](#)

808.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[KseniaShk's solution](#)

809.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[KseniaShk's solution](#)

810.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[KseniaShk's solution](#)

811.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[KseniaShk's solution](#)

812.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[KseniaShk's solution](#)

813.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[KseniaShk's solution](#)

814.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[KseniaShk's solution](#)

815.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[KseniaShk's solution](#)

816.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[KseniaShk's solution](#)

817.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[KseniaShk's solution](#)

818.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[KseniaShk's solution](#)

819.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[KseniaShk's solution](#)

820.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[KseniaShk's solution](#)

821.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KseniaShk's solution](#)

822.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[KseniaShk's solution](#)

823.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[KseniaShk's solution](#)

824.

1779D

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

Quality: 9,053 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

[KseniaShk's solution](#)

825.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[KseniaShk's solution](#)

826.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[KseniaShk's solution](#)

827.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[KseniaShk's solution](#)

828.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[KseniaShk's solution](#)

829.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[KseniaShk's solution](#)

830.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[KseniaShk's solution](#)

831.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[KseniaShk's solution](#)

832.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[KseniaShk's solution](#)

833.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[KseniaShk's solution](#)

834.

1102E

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[KseniaShk's solution](#)

835.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KseniaShk's solution](#)

836.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[KseniaShk's solution](#)

837.

194C

[Cutting Figure](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, matrices, strings

[KseniaShk's solution](#)

838.

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[KseniaShk's solution](#)

839.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[KseniaShk's solution](#)

840.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[KseniaShk's solution](#)

841.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[KseniaShk's solution](#)

842.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[KseniaShk's solution](#)

843.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[KseniaShk's solution](#)

844.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: *special

[KseniaShk's solution](#)

845.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2022-08-11 · MS C++ 2017 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[KseniaShk's solution](#)

846.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[KseniaShk's solution](#)

847.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[KseniaShk's solution](#)

848.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[KseniaShk's solution](#)

849.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[KseniaShk's solution](#)

850.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[KseniaShk's solution](#)

851.

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[KseniaShk's solution](#)

852.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[KseniaShk's solution](#)

853.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[KseniaShk's solution](#)

854.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[KseniaShk's solution](#)

855.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[KseniaShk's solution](#)

856.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[KseniaShk's solution](#)

857.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[KseniaShk's solution](#)

858.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[KseniaShk's solution](#)

859.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[KseniaShk's solution](#)

860.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[KseniaShk's solution](#)

861.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[KseniaShk's solution](#)

862.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

863.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[KseniaShk's solution](#)

864.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[KseniaShk's solution](#)

865.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[KseniaShk's solution](#)

866.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[KseniaShk's solution](#)

867.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2021-07-27 · MS C++ 2017 (first AC) · Tags: dp

[KseniaShk's solution](#)

868.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-07-27 · MS C++ 2017 (first AC) · Tags: binary search, interactive, ternary search

[KseniaShk's solution](#)

869.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-27 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

870.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[KseniaShk's solution](#)

871.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KseniaShk's solution](#)

872.

339C

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

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[KseniaShk's solution](#)

873.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[KseniaShk's solution](#)

874.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[KseniaShk's solution](#)

875.

1550C

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

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

[KseniaShk's solution](#)

876.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[KseniaShk's solution](#)

877.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[KseniaShk's solution](#)

878.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[KseniaShk's solution](#)

879.

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[KseniaShk's solution](#)

880.

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[KseniaShk's solution](#)

881.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · MS C++ 2017 (first AC) · Tags: binary search, brute force, math, number theory

[KseniaShk's solution](#)

882.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[KseniaShk's solution](#)

883.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[KseniaShk's solution](#)

884.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[KseniaShk's solution](#)

885.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[KseniaShk's solution](#)

886.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[KseniaShk's solution](#)

887.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[KseniaShk's solution](#)

888.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[KseniaShk's solution](#)

889.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[KseniaShk's solution](#)

890.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[KseniaShk's solution](#)

891.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[KseniaShk's solution](#)

892.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[KseniaShk's solution](#)

893.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[KseniaShk's solution](#)

894.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2023-10-19 · MS C++ 2017 (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

895.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings
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896.

1851F

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897.

1282C

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898.

1833G

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899.

1326D2

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900.

1397D

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Rating: 1800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
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901.

743D

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902.

688D

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903.

1801B

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904.

80D

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905.

1793D

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906.

1780D

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907.

1781D

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[KseniaShk's solution](#)

908.

1782D

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Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

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909.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

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910.

1768D

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911.

665D

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[KseniaShk's solution](#)

912.

1213G

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[KseniaShk's solution](#)

913.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, strings

[KseniaShk's solution](#)

914.

580D

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[KseniaShk's solution](#)

915.

371D

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trees

[KseniaShk's solution](#)

916.

1462F

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[KseniaShk's solution](#)

917.

1619D

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Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[KseniaShk's solution](#)

918.

1769D1

[A,3D00G CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp

[KseniaShk's solution](#)

919.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[KseniaShk's solution](#)

920.

220B

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[KseniaShk's solution](#)

921.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[KseniaShk's solution](#)

922.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

923.

1728D

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Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[KseniaShk's solution](#)

924.

1617D1

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

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[KseniaShk's solution](#)

925.

1721D

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conquer, greedy, sortings

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926.

161D

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Quality: 19,184 global accepts · Rating: 1800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[KseniaShk's solution](#)

927.

527D

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928.

482B

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Quality: 7,732 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, trees

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929.

700B

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[KseniaShk's solution](#)

930.

351A

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931.

433C

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932.

174C

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[KseniaShk's solution](#)

933.

1525D

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934.

1720D1

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935.

1718A1

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Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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936.

1709C

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[KseniaShk's solution](#)

937.

1705D

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938.

1355C

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Quality: 11,949 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, two pointers

[KseniaShk's solution](#)

939.

1648B

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Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[KseniaShk's solution](#)

940.

988D

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Quality: 8,042 global accepts · Rating: 1800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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941.

1691D

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Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

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942.

1674F

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Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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943.

1675F

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944.

1552D

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945.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

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946.

61D

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Quality: 7,639 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

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947.

1582F1

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Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

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948.

1583D

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949.

1549D

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Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[KseniaShk's solution](#)

950.

1554D

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[KseniaShk's solution](#)

951.

1554C

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952.

543A

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953.

1398D

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954.

1328D

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955.

448D

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956.

478C

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957.

911D

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Quality: 5,108 global accepts · Rating: 1800 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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958.

33B

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959.

1063B

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Quality: 9,256 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[KseniaShk's solution](#)

960.

2029D

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Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

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961.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[KseniaShk's solution](#)

962.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[KseniaShk's solution](#)

963.

1955G

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Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

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964.

1980F1

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Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

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965.

691E

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Quality: 3,090 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: matrices

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966.

1945F

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Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

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967.

1932F

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Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

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968.

1918D

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Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

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969.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[KseniaShk's solution](#)

970.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[KseniaShk's solution](#)

971.

95C

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Quality: 3,388 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[KseniaShk's solution](#)

972.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KseniaShk's solution](#)

973.

356B

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Quality: 2,089 global accepts · Rating: 1900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[KseniaShk's solution](#)

974.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[KseniaShk's solution](#)

975.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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976.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[KseniaShk's solution](#)

977.

1842D

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

[KseniaShk's solution](#)

978.

1808C

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Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[KseniaShk's solution](#)

979.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[KseniaShk's solution](#)

980.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[KseniaShk's solution](#)

981.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[KseniaShk's solution](#)

982.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[KseniaShk's solution](#)

983.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[KseniaShk's solution](#)

984.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[KseniaShk's solution](#)

985.

389D

[Fox and Minimal path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths

[KseniaShk's solution](#)

986.

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[KseniaShk's solution](#)

987.

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[KseniaShk's solution](#)

988.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

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989.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[KseniaShk's solution](#)

990.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[KseniaShk's solution](#)

991.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[KseniaShk's solution](#)

992.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

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993.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

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994.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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995.

1749D

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Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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996.

1744E2

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Quality: 6,701 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[KseniaShk's solution](#)

997.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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998.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

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999.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KseniaShk's solution](#)

1000.

607B

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1001.

1715D

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Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-09-05 · MS C++ 2017 (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

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1002.

1717D

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1003.

803C

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Quality: 5,819 global accepts · Rating: 1900 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1004.

1436D

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1005.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[KseniaShk's solution](#)

1006.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[KseniaShk's solution](#)

1007.

1354D

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Quality: 10,179 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
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1008.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
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1009.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings
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1010.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp
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1011.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[KseniaShk's solution](#)

1012.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[KseniaShk's solution](#)

1013.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings
[KseniaShk's solution](#)

1014.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
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1015.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[KseniaShk's solution](#)

1016.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers
[KseniaShk's solution](#)

1017.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[KseniaShk's solution](#)

1018.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[KseniaShk's solution](#)

1019.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers
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1020.

1591D

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

Rating: 1900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings
[KseniaShk's solution](#)

1021.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-07-02 · MS C++ 2017 (first AC) · Tags: binary search, dp, greedy, math
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1022.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu
[KseniaShk's solution](#)

1023.

190D

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Quality: 2,661 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[KseniaShk's solution](#)

1024.

342C

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Quality: 1,995 global accepts · Rating: 1900 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[KseniaShk's solution](#)

1025.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2022-04-18 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, shortest paths
[KseniaShk's solution](#)

1026.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-04-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory
[KseniaShk's solution](#)

1027.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[KseniaShk's solution](#)

1028.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[KseniaShk's solution](#)

1029.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[KseniaShk's solution](#)

1030.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[KseniaShk's solution](#)

1031.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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1032.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[KseniaShk's solution](#)

1033.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[KseniaShk's solution](#)

1034.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[KseniaShk's solution](#)

1035.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[KseniaShk's solution](#)

1036.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[KseniaShk's solution](#)

1037.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[KseniaShk's solution](#)

1038.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[KseniaShk's solution](#)

1039.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2021-05-03 · last AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[KseniaShk's solution](#)

1040.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[KseniaShk's solution](#)

1041.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[KseniaShk's solution](#)

1042.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[KseniaShk's solution](#)

1043.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[KseniaShk's solution](#)

1044.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers

[KseniaShk's solution](#)

1045.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[KseniaShk's solution](#)

1046.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[KseniaShk's solution](#)

1047.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[KseniaShk's solution](#)

1048.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[KseniaShk's solution](#)

1049.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

1050.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp

[KseniaShk's solution](#)

1051.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[KseniaShk's solution](#)

1052.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[KseniaShk's solution](#)

1053.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[KseniaShk's solution](#)

1054.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[KseniaShk's solution](#)

1055.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[KseniaShk's solution](#)

1056.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[KseniaShk's solution](#)

1057.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[KseniaShk's solution](#)

1058.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[KseniaShk's solution](#)

1059.

1851G

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

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[KseniaShk's solution](#)

1060.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, trees

[KseniaShk's solution](#)

1061.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[KseniaShk's solution](#)

1062.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[KseniaShk's solution](#)

1063.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[KseniaShk's solution](#)

1064.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[KseniaShk's solution](#)

1065.

389E

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

Rating: 2000 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[KseniaShk's solution](#)

1066.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[KseniaShk's solution](#)

1067.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[KseniaShk's solution](#)

1068.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[KseniaShk's solution](#)

1069.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[KseniaShk's solution](#)

1070.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[KseniaShk's solution](#)

1071.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[KseniaShk's solution](#)

1072.

1619F

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

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[KseniaShk's solution](#)

1073.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[KseniaShk's solution](#)

1074.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[KseniaShk's solution](#)

1075.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[KseniaShk's solution](#)

1076.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[KseniaShk's solution](#)

1077.

844D

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

Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[KseniaShk's solution](#)

1078.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[KseniaShk's solution](#)

1079.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[KseniaShk's solution](#)

1080.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[KseniaShk's solution](#)

1081.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[KseniaShk's solution](#)

1082.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2022-09-06 · MS C++ 2017 (first AC) · Tags: dp

[KseniaShk's solution](#)

1083.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

1084.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[KseniaShk's solution](#)

1085.

386C

[Diverse Substrings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings, two pointers

[KseniaShk's solution](#)

1086.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[KseniaShk's solution](#)

1087.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

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1088.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

1089.

205E

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, probabilities

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1090.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[KseniaShk's solution](#)

1091.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[KseniaShk's solution](#)

1092.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[KseniaShk's solution](#)

1093.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[KseniaShk's solution](#)

1094.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp

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1095.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

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1096.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-07-02 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy, sortings

[KseniaShk's solution](#)

1097.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-26 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[KseniaShk's solution](#)

1098.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-06-25 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, trees

[KseniaShk's solution](#)

1099.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[KseniaShk's solution](#)

1100.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[KseniaShk's solution](#)

1101.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings, strings

[KseniaShk's solution](#)

1102.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[KseniaShk's solution](#)

1103.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[KseniaShk's solution](#)

1104.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · MS C++ 2017 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[KseniaShk's solution](#)

1105.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[KseniaShk's solution](#)

1106.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[KseniaShk's solution](#)

1107.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[KseniaShk's solution](#)

1108.

1616D

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

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

[KseniaShk's solution](#)

1109.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[KseniaShk's solution](#)

1110.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[KseniaShk's solution](#)

1111.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[KseniaShk's solution](#)

1112.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[KseniaShk's solution](#)

1113.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[KseniaShk's solution](#)

1114.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[KseniaShk's solution](#)

1115.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[KseniaShk's solution](#)

1116.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[KseniaShk's solution](#)

1117.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[KseniaShk's solution](#)

1118.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[KseniaShk's solution](#)

1119.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[KseniaShk's solution](#)

1120.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[KseniaShk's solution](#)

1121.

1942D

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Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[KseniaShk's solution](#)

1122.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[KseniaShk's solution](#)

1123.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[KseniaShk's solution](#)

1124.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[KseniaShk's solution](#)

1125.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[KseniaShk's solution](#)

1126.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[KseniaShk's solution](#)

1127.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[KseniaShk's solution](#)

1128.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[KseniaShk's solution](#)

1129.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[KseniaShk's solution](#)

1130.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[KseniaShk's solution](#)

1131.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[KseniaShk's solution](#)

1132.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[KseniaShk's solution](#)

1133.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[KseniaShk's solution](#)

1134.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[KseniaShk's solution](#)

1135.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[KseniaShk's solution](#)

1136.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[KseniaShk's solution](#)

1137.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[KseniaShk's solution](#)

1138.

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities

[KseniaShk's solution](#)

1139.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[KseniaShk's solution](#)

1140.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[KseniaShk's solution](#)

1141.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[KseniaShk's solution](#)

1142.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[KseniaShk's solution](#)

1143.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[KseniaShk's solution](#)

1144.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[KseniaShk's solution](#)

1145.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[KseniaShk's solution](#)

1146.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[KseniaShk's solution](#)

1147.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[KseniaShk's solution](#)

1148.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[KseniaShk's solution](#)

1149.

1000E

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

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[KseniaShk's solution](#)

1150.

1732C2

[Sheikh \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[KseniaShk's solution](#)

1151.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math

[KseniaShk's solution](#)

1152.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[KseniaShk's solution](#)

1153.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[KseniaShk's solution](#)

1154.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[KseniaShk's solution](#)

1155.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[KseniaShk's solution](#)

1156.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[KseniaShk's solution](#)

1157.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[KseniaShk's solution](#)

1158.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[KseniaShk's solution](#)

1159.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[KseniaShk's solution](#)

1160.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[KseniaShk's solution](#)

1161.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[KseniaShk's solution](#)

1162.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[KseniaShk's solution](#)

1163.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[KseniaShk's solution](#)

1164.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[KseniaShk's solution](#)

1165.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math

[KseniaShk's solution](#)

1166.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[KseniaShk's solution](#)

1167.

953J

[Segments](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1168.

988E

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

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2022-08-22 · MS C++ 2017 (first AC) · Tags: brute force, greedy

[KseniaShk's solution](#)

1169.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-08-21 · MS C++ 2017 (first AC) · Tags: data structures, dsu, graphs, trees

[KseniaShk's solution](#)

1170.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[KseniaShk's solution](#)

1171.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[KseniaShk's solution](#)

1172.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[KseniaShk's solution](#)

1173.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[KseniaShk's solution](#)

1174.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[KseniaShk's solution](#)

1175.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-07-11 · MS C++ 2017 (first AC) · Tags: binary search, greedy, math, ternary search

[KseniaShk's solution](#)

1176.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[KseniaShk's solution](#)

1177.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[KseniaShk's solution](#)

1178.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[KseniaShk's solution](#)

1179.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, greedy
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1180.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
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1181.

321C

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Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
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1182.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers
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1183.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
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1184.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-07-07 · Python 3 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
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1185.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
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1186.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[KseniaShk's solution](#)

1187.

76B

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Quality: 801 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[KseniaShk's solution](#)

1188.

342D

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Quality: 567 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp
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1189.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[KseniaShk's solution](#)

1190.

1668D

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

Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[KseniaShk's solution](#)

1191.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[KseniaShk's solution](#)

1192.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

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1193.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[KseniaShk's solution](#)

1194.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

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1195.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[KseniaShk's solution](#)

1196.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[KseniaShk's solution](#)

1197.

876F

[High Cry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures

[KseniaShk's solution](#)

1198.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

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1199.

743E

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Quality: 1,629 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
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1200.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[KseniaShk's solution](#)

1201.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy
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1202.

1175E

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Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[KseniaShk's solution](#)

1203.

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[KseniaShk's solution](#)

1204.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[KseniaShk's solution](#)

1205.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures
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1206.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
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1207.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers
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1208.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
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1209.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[KseniaShk's solution](#)

1210.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1211.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

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1212.

505D

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Quality: 2,932 global accepts · Rating: 2200 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[KseniaShk's solution](#)

1213.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

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1214.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

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1215.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

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1216.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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1217.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[KseniaShk's solution](#)

1218.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

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1219.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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1220.

1438D

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Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

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1221.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

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1222.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

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1223.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

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1224.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[KseniaShk's solution](#)

1225.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[KseniaShk's solution](#)

1226.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-04-10 · MS C++ 2017 (first AC) · Tags: brute force, dp, math, number theory

[KseniaShk's solution](#)

1227.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[KseniaShk's solution](#)

1228.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[KseniaShk's solution](#)

1229.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[KseniaShk's solution](#)

1230.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[KseniaShk's solution](#)

1231.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[KseniaShk's solution](#)

1232.

1495C

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

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1233.

1919F1

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Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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1234.

1132E

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Quality: 1,970 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[KseniaShk's solution](#)

1235.

1842E

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Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

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1236.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, strings

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1237.

677E

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[KseniaShk's solution](#)

1238.

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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1239.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[KseniaShk's solution](#)

1240.

1549F1

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

Rating: 2300 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory

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1241.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

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1242.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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1243.

817F

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Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

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1244.

557E

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Quality: 1,217 global accepts · Rating: 2300 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

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1245.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[KseniaShk's solution](#)

1246.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

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1247.

1766E

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Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

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1248.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KseniaShk's solution](#)

1249.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

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1250.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[KseniaShk's solution](#)

1251.

424D

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Quality: 610 global accepts · Rating: 2300 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[KseniaShk's solution](#)

1252.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

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1253.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[KseniaShk's solution](#)

1254.

558E

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Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[KseniaShk's solution](#)

1255.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[KseniaShk's solution](#)

1256.

1188B

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Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[KseniaShk's solution](#)

1257.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[KseniaShk's solution](#)

1258.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[KseniaShk's solution](#)

1259.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[KseniaShk's solution](#)

1260.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-07-01 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[KseniaShk's solution](#)

1261.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[KseniaShk's solution](#)

1262.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[KseniaShk's solution](#)

1263.

1267A

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[KseniaShk's solution](#)

1264.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[KseniaShk's solution](#)

1265.

1794E

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Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[KseniaShk's solution](#)

1266.

1282E

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Quality: 1,222 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[KseniaShk's solution](#)

1267.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[KseniaShk's solution](#)

1268.

1036F

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Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[KseniaShk's solution](#)

1269.

990F

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Quality: 1,056 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[KseniaShk's solution](#)

1270.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

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1271.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[KseniaShk's solution](#)

1272.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[KseniaShk's solution](#)

1273.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[KseniaShk's solution](#)

1274.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[KseniaShk's solution](#)

1275.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[KseniaShk's solution](#)

1276.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[KseniaShk's solution](#)

1277.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[KseniaShk's solution](#)

1278.

606E

[Freelancer's Dreams](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1279.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[KseniaShk's solution](#)

1280.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KseniaShk's solution](#)

1281.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[KseniaShk's solution](#)

1282.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[KseniaShk's solution](#)

1283.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[KseniaShk's solution](#)

1284.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: strings

[KseniaShk's solution](#)

1285.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[KseniaShk's solution](#)

1286.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[KseniaShk's solution](#)

1287.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[KseniaShk's solution](#)

1288.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[KseniaShk's solution](#)

1289.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[KseniaShk's solution](#)

1290.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[KseniaShk's solution](#)

1291.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[KseniaShk's solution](#)

1292.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[KseniaShk's solution](#)

1293.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory

[KseniaShk's solution](#)

1294.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KseniaShk's solution](#)

1295.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[KseniaShk's solution](#)

1296.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[KseniaShk's solution](#)

1297.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[KseniaShk's solution](#)

1298.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-01-03 · MS C++ 2017 (first AC) · Tags: data structures, dp

[KseniaShk's solution](#)

1299.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[KseniaShk's solution](#)

1300.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[KseniaShk's solution](#)

1301.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[KseniaShk's solution](#)

1302.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[KseniaShk's solution](#)

1303.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[KseniaShk's solution](#)

1304.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[KseniaShk's solution](#)

1305.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[KseniaShk's solution](#)

1306.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[KseniaShk's solution](#)

1307.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[KseniaShk's solution](#)

1308.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[KseniaShk's solution](#)

1309.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft
[KseniaShk's solution](#)

1310.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[KseniaShk's solution](#)

1311.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings
[KseniaShk's solution](#)

1312.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
[KseniaShk's solution](#)

1313.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, greedy
[KseniaShk's solution](#)

1314.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings
[KseniaShk's solution](#)

1315.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers
[KseniaShk's solution](#)

1316.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures
[KseniaShk's solution](#)

1317.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers
[KseniaShk's solution](#)

1318.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[KseniaShk's solution](#)

1319.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[KseniaShk's solution](#)

1320.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[KseniaShk's solution](#)**1321.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[KseniaShk's solution](#)**1322.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[KseniaShk's solution](#)**1323.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[KseniaShk's solution](#)**1324.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[KseniaShk's solution](#)**1325.**

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[KseniaShk's solution](#)**1326.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[KseniaShk's solution](#)**1327.**

1793E

[Velepín and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[KseniaShk's solution](#)**1328.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[KseniaShk's solution](#)**1329.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[KseniaShk's solution](#)

1330.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[KseniaShk's solution](#)

1331.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[KseniaShk's solution](#)

1332.

1732E

[Location](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2800 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[KseniaShk's solution](#)

1333.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[KseniaShk's solution](#)

1334.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[KseniaShk's solution](#)

1335.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, implementation, math

[KseniaShk's solution](#)

1336.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2021-02-16 · MS C++ 2017 (first AC) · Tags: dp

[KseniaShk's solution](#)

1337.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[KseniaShk's solution](#)

1338.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[KseniaShk's solution](#)

1339.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1340.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1341.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1342.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1343.

105492K

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

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1344.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1345.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1346.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1347.

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1348.

105492C

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

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1349.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1350.

105442E

[Pigpartite Giraffe](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1351.

105442L

[Watchdogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1352.

105442D

[Fishception](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1353.

105442B

[Cowproximation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1354.

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1355.

105442I

[Pj|k Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1356.

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1357.

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1358.

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1359.

105442K

[Fellow Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1360.

105442F

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1361.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1362.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1363.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · PyPy 3-64 (first AC) · Tags: —

[KseniaShk's solution](#)

1364.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1365.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1366.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[KseniaShk's solution](#)

1367.

104114I

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

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1368.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1369.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1370.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1371.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1372.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1373.

104114N

[Nusret Gökçe · Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1374.

104114A

[AppendAppendAppend · Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1375.

100181B

[ADD0000 D BD >C=0](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1376.

100173B

[A05D08QÄ5D\\$@ C\\$KCôCC=;Cä9 Cä1Cä;CäGC=8](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1377.

100173A

[ASK0ôC=;C O Cä1Cä;CäGC=0](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1378.

100168E

[A8D0A ACT:D\\$@C,,AC](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1379.

100168I

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1380.

100168H

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1381.

100168Q

[Aô@Q,=C 4C´5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1382.

100168S

[Aô>7C=Qd5CÔ8CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1383.

100168K

[Aô5D05D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1384.

100168N

[B4@002005C08CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1385.

100168M

[B4@002005C08CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1386.

100168G

[B 0D ADS>Dô=C,,5 CăB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1387.

100168F

[B 0D ADS>Dô=C,,5 CăB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1388.

100168P

[Aô@QjaC 4C´5Cd=CăAD\\$ L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1389.

100168R

[Aô@QjaC 4C´5Cd=CăAD\\$ L D\\$>Dt:C, >D\\$@CT7C=C](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1390.

100168C

[Aô@QjaC 4DÂ <CÔ>C4>D43Că;DÄ=C,,:C](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1391.

100168D

[Aô@QjaC 4DÂ BD 5D43Că;DÄ=C,,:C](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1392.

100168B

[B43CăjaC Ä5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1393.

100168A

[Aô@QjaC 0D =D´9 D43Că; D\\$>Dt:C€](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1394.

100168L

[AD@QjaC 2CT:D\\$>D 0](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1395.

100145A

[Aô>C000A;C, : 8 CÄ0D BC](#)

Rating: — · first AC: 2024-03-25 · PyPy 3 (first AC) · Tags: —

[KseniaShk's solution](#)

1396.

100136E

[AÄ00K0, 8 A=0D ;D >CÐ](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1397.

100136A

[A000D8C00](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1398.

101636F

[Aô00040T<C,,O 2](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1399.

101636B

[AäB0=0D´BD´9 C=CC >C](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1400.

101636J

[B-001205Dt5CÔ8CR A C= >CôLDô<C€](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1401.

101636E

[A4D=0CDAC=0Dò >C´8CÄ?C,,0CD0](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1402.

101636L

[A700CaAD\\$KCR AD4DDD8C=AD°](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1403.

101636C

[A=000D C,,3D4@C FC,,>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1404.

101636G

[Aô00t0t0](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1405.

101636K

[B-001205Dt5CÔ8CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1406.

101636A

[B\\$C0D18Ct<](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1407.

101636M

[A\\$>D AD\\$0CÔ>C\\$;CT=C,,5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1408.

100805K

[Top Secret Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1409.

100805H

[Three States](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1410.

100805I

[A0C=0TBC D41C´8C](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1411.

100805J

[A=0C AC,,2D´5 C▯;CTBCäGC▯8](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1412.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1413.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1414.

100805F

[Rescue Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1415.

100805A

[A @0C,B BC =D :C,,5 D4GCT=D´5](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1416.

100805C

[A=BOä1C 7C 2Cä4CR ECä7Dô8CÐ](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1417.

100805E

[B 00026T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1418.

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1419.

103985B

[A12E76D=Cä5 CÔ5C >](#)

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

[KseniaShk's solution](#)

1420.

103985I

[A=00D1aCT@D :C,,9 Cα;D41](#)

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

[KseniaShk's solution](#)

1421.

103985D

[AÔ00d8Cä=C ;DÄ=Cä5 CD>D BCäOCÔ8CP](#)

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

[KseniaShk's solution](#)

1422.

103985F

[Aä@0\\$K D,,5 C4>D](#)

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

[KseniaShk's solution](#)

1423.

103985H

[B 5000CÔ>C' @D44CÔ8C](#)

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

[KseniaShk's solution](#)

1424.

103985E

[B 5000B,,@Cä2C=0 CÄ>CÔ5D](#)

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

[KseniaShk's solution](#)

1425.

103985G

[A=00D1aCT@D :C :Cä=DD5D](#)

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

[KseniaShk's solution](#)

1426.

103985A

[A" 7AC85D\\$5 D >DD8D\\$>C](#)

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

[KseniaShk's solution](#)

1427.

103985J

[A=70Ä?C =C,,O C, ?Cä1C,,BCä2Cä5 A€](#)

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

[KseniaShk's solution](#)

1428.

102399F

[XOR D,8DD@Cä2C =C,,5](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1429.

102399H

[BD>CäC@ A CD5C`5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1430.

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1431.

102399J

[A>CÔD4@D :CäBC,,:Cä2](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1432.

102399B

[A`8Dt=CäAD\\$ L D,,8D >Cä8DR 2Ct3C`OCD>C](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1433.

102399C

[A,,2CäD4HC=C0-CD CD 0Dt>C¢ 8 D\\$5Cä@C,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1434.

102399L

[AD>DriaC4>C' HC=C0D@](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1435.

102399D

[AD>DriaC48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2021-10-18 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1436.

102399G

[Bd5C`KCR BCäGC=C8](#)

Rating: — · first AC: 2021-10-18 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1437.

100246C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1438.

102069J

[Aô>D,CäC¢ ?Cä4Cô>CDAD\\$@Cä:C, 2 Cô>CDAD\\$@Cä:CP](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1439.

397C

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[KseniaShk's solution](#)

1440.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[KseniaShk's solution](#)

1441.

100010C

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1442.

1020863

[A 2DS×CÄ0D\\$8Ct0Dd8Dò AC#;C 4C](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1443.

100133I

[Añ×0DAD\\$@Cä:C€](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1444.

100133G

[B F0ä2C @DÀ](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1445.

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1446.

102906E

[B T00Ä&C](#)

Rating: — · first AC: 2022-07-03 · MS C++ 2017 (first AC) · Tags: —

[KseniaShk's solution](#)

1447.

100007E

[Max Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · MS C++ 2017 (first AC) · Tags: —

[KseniaShk's solution](#)

1448.

100012A

[Drawing Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1449.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[KseniaShk's solution](#)

1450.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[KseniaShk's solution](#)

1451.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[KseniaShk's solution](#)

1452.

102330D

[A00CäD 5D AC,,2CÔKC' BCä@C0](#)

Rating: — · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: —

[KseniaShk's solution](#)

1453.

102330B

[A050T7C D:C =C >C´8CÄ?C,,0CDC](#)

Rating: — · first AC: 2022-05-31 · MS C++ 2017 (first AC) · Tags: —

[KseniaShk's solution](#)

1454.

1020862

[A050f1D´5 C²2C 4D 0D\\$K](#)

Rating: — · first AC: 2022-05-30 · PyPy 3 (first AC) · Tags: —

[KseniaShk's solution](#)

1455.

1020861

[AD20ri8Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2022-05-30 · PyPy 3 (first AC) · Tags: —

[KseniaShk's solution](#)

1456.

1035324

[AÄDDrAC,,2D²Ô?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2022-05-28 · MS C++ 2017 (first AC) · Tags: —

[KseniaShk's solution](#)

1457.

1035336

[B 7D B0C,,@Cä2C²0 CD@Cä1CT9](#)

Rating: — · first AC: 2022-05-27 · MS C++ 2017 (first AC) · Tags: —

[KseniaShk's solution](#)

1458.

1035335

[New Year in Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · last AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1459.

1035322

[A00013C ND"8C' @Cä1CäB](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1460.

1035321

[B15CÄ7C,,>CÔ0D" ?Cä CD BCÔ>CÄC D GCTBD0](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[KseniaShk's solution](#)

1461.

100091B

[B · Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1462.

100091A

[A · Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1463.

100091C

[C · Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1464.

100133L

[A · Tutorial](#)
AD4DDD8C=AD°

Rating: — · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1465.

100133E

[B · Tutorial](#)
BDDC,,GCTAC=8CR AD4DDD8C=AD°

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1466.

100133D

[A · Tutorial](#)
AÄACÔ=C\$0CÔ8CR AD\$@Cä:Ce

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1467.

100133F

[LCP CD Dò AD4DDD8C=ACÔ>C4> CÄ0D AC,,2C](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1468.

100133C

[B · Tutorial](#)
B @0r2CÔ5CÔ8Dò ?Cä4D BD >C

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1469.

100133B

[B · Tutorial](#)
B 00r0,GCÔKCR ?Cä4D BD >C=8

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1470.

100133A

[B · Tutorial](#)
B 0DDC,,:D=D´9 CÄ0D AC,,2

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[KseniaShk's solution](#)

1471.

101315B

[B · Tutorial](#)
B\$0r5D>CÔ=D´5 CÔ>CÄ5D 0

Rating: — · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[KseniaShk's solution](#)

1472.

101315A

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Rating: — · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[KseniaShk's solution](#)

1473.

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Rating: — · first AC: 2021-01-21 · MS C++ 2017 (first AC) · Tags: —

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1474.

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Rating: — · first AC: 2021-01-21 · MS C++ 2017 (first AC) · Tags: —

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Rating: — · first AC: 2021-01-21 · MS C++ 2017 (first AC) · Tags: —

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1477.

100012C

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1478.

100007A

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1479.

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1481.

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1482.

100010A

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Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

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1483.

100010E

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1484.

100010D

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1485.

1331A

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1486.

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Rating: — · first AC: 2019-09-15 · Python 3 (first AC) · Tags: —

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