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Unique solved — LUV

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

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Filters: none

Count: 1,397

- 1.**
1845A
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Quality: 47,349 global accepts · Rating: 800 · first AC: 2024-02-28 · Python 3 (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)
[LUV's solution](#)
- 2.**
630A
[Again Twenty Five!](#) · [Tutorial](#)
Quality: 93,514 global accepts · Rating: 800 · first AC: 2024-02-28 · Python 3 (first AC) · Tags: [number theory](#)
[LUV's solution](#)
- 3.**
1873A
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[LUV's solution](#)
- 4.**
1523A
[Game of Life](#) · [Tutorial](#)
Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#)
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- 5.**
1526A
[Mean Inequality](#) · [Tutorial](#)
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- 6.**
1517A
[Sum of 2050](#) · [Tutorial](#)
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- 7.**
1482A
[Prison Break](#) · [Tutorial](#)
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- 8.**
629A
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- 9.**
1491A
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10.

688A

[Opponents](#) · [Tutorial](#)

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11.

1490A

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12.

1450A

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13.

1415A

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14.

1452C

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15.

1452A

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16.

1438A

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17.

1433A

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18.

1433B

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19.

1428A

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20.

835A

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21.

1408A

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22.

811A

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23.

1185A

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24.

1405A

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25.

1409A

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26.

1009A

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27.

1400A

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28.

1392B

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29.

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30.

1015A

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31.

977A

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32.

1091A

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33.

1028A

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34.

794A

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35.

1385B

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36.

1385A

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37.

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38.

1372A

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854A

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1285A

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1305A

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45.

1337A

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46.

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47.

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1345A

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49.

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50.

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51.

1369A

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54.

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56.

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57.

959A

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58.

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59.

492A

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60.

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1360B

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62.

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63.

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65.

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66.

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67.

1312A

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68.

1189A

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69.

1353B

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1353A

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71.

1352A

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72.

1348A

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73.

61A

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74.

1328A

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75.

1325B

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76.

1325A

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77.

707A

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78.

1316A

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79.

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82.

898A

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83.

1294A

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84.

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86.

1130A

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87.

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88.

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89.

1006A

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90.

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91.

918A

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92.

939A

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93.

964A

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94.

950A

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95.

401A

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96.

1180A

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97.

1257A

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98.

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99.

1194A

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100.

1244A

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101.

1216A

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102.

1230A

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1220A

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106.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[LUV's solution](#)

107.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

108.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

109.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LUV's solution](#)

110.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

111.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LUV's solution](#)

112.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[LUV's solution](#)

113.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[LUV's solution](#)

114.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

115.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[LUV's solution](#)

116.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

117.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LUV's solution](#)

118.

1102A

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

Quality: 26,615 global accepts · Rating: 800 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

119.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

120.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,491 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

121.

1087A

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

Rating: 800 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LUV's solution](#)

122.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[LUV's solution](#)

123.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

124.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

125.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

126.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[LUV's solution](#)

127.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[LUV's solution](#)

128.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

129.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

130.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LUV's solution](#)

131.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

132.

1005A

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

Quality: 27,494 global accepts · Rating: 800 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

133.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

134.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

135.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,457 global accepts · Rating: 800 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

136.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

137.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,163 global accepts · Rating: 800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[LUV's solution](#)

138.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[LUV's solution](#)

139.

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

140.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

141.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,369 global accepts · Rating: 800 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: dp, greedy

[LUV's solution](#)

142.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[LUV's solution](#)

143.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: implementation, strings

[LUV's solution](#)

144.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

145.

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

146.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LUV's solution](#)

147.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,675 global accepts · Rating: 800 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[LUV's solution](#)

148.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[LUV's solution](#)

149.

791A

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

Quality: 257,224 global accepts · Rating: 800 · first AC: 2017-08-06 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

150.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-22 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[LUV's solution](#)

151.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

152.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,268 global accepts · Rating: 800 · first AC: 2015-10-29 · last AC: 2017-05-30 · GNU C++ (first AC) · Tags: strings

[LUV's solution](#)

153.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: brute force, implementation

[LUV's solution](#)

154.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: implementation, strings

[LUV's solution](#)

155.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: implementation

[LUV's solution](#)

156.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,096 global accepts · Rating: 800 · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: implementation

[LUV's solution](#)

157.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: implementation

[LUV's solution](#)

158.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-30 · GNU C++ (first AC) · Tags: brute force, implementation

[LUV's solution](#)

159.

281A

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

Quality: 270,992 global accepts · Rating: 800 · first AC: 2015-10-29 · GNU C++ (first AC) · Tags: implementation, strings

[LUV's solution](#)

160.

112A

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

Quality: 287,264 global accepts · Rating: 800 · first AC: 2015-10-29 · GNU C++ (first AC) · Tags: implementation, strings

[LUV's solution](#)

161.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2015-10-29 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[LUV's solution](#)

162.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[LUV's solution](#)

163.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LUV's solution](#)

164.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-22 · last AC: 2021-02-13 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[LUV's solution](#)

165.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[LUV's solution](#)

166.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[LUV's solution](#)

167.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

168.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LUV's solution](#)

169.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LUV's solution](#)

170.

1401A

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

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

171.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

172.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[LUV's solution](#)

173.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUV's solution](#)

174.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,782 global accepts · Rating: 900 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[LUV's solution](#)

175.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[LUV's solution](#)

176.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,075 global accepts · Rating: 900 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[LUV's solution](#)

177.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LUV's solution](#)

178.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,074 global accepts · Rating: 900 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[LUV's solution](#)

179.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,430 global accepts · Rating: 900 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

180.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

181.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LUV's solution](#)

182.

1337B

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

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LUV's solution](#)

183.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LUV's solution](#)

184.

1374B

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

Quality: 71,589 global accepts · Rating: 900 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

185.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-10-28 · last AC: 2020-06-27 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

186.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,679 global accepts · Rating: 900 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[LUV's solution](#)

187.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LUV's solution](#)

188.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[LUV's solution](#)

189.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

190.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[LUV's solution](#)

191.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

192.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[LUV's solution](#)

193.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

194.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

195.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[LUV's solution](#)

196.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

197.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUV's solution](#)

198.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[LUV's solution](#)

199.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,694 global accepts · Rating: 900 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LUV's solution](#)

200.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

201.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LUV's solution](#)

202.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LUV's solution](#)

203.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[LUV's solution](#)

204.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

205.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[LUV's solution](#)

206.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: dp, greedy, math

[LUV's solution](#)

207.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

208.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LUV's solution](#)

209.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

210.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LUV's solution](#)

211.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

212.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[LUV's solution](#)

213.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: implementation, strings

[LUV's solution](#)

214.

1005B

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

Quality: 27,387 global accepts · Rating: 900 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LUV's solution](#)

215.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

216.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[LUV's solution](#)

217.

115A

[Party](#) · [Tutorial](#)

Quality: 43,355 global accepts · Rating: 900 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[LUV's solution](#)

218.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

219.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: geometry, math

[LUV's solution](#)

220.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: implementation, strings

[LUV's solution](#)

221.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LUV's solution](#)

222.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LUV's solution](#)

223.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-20 · last AC: 2017-10-22 · GNU C++ (first AC) · Tags: implementation, math

[LUV's solution](#)

224.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

225.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-21 · last AC: 2016-11-21 · GNU C++ (first AC) · Tags: implementation, strings

[LUV's solution](#)

226.

96A

[Football](#) · [Tutorial](#)

Quality: 193,653 global accepts · Rating: 900 · first AC: 2015-10-29 · GNU C++ (first AC) · Tags: implementation, strings

[LUV's solution](#)

227.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

228.

1490B

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

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

[LUV's solution](#)

229.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LUV's solution](#)

230.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LUV's solution](#)

231.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[LUV's solution](#)

232.

1438B

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

Quality: 29,072 global accepts · Rating: 1000 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[LUV's solution](#)

233.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[LUV's solution](#)

234.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1000 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LUV's solution](#)

235.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

236.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LUV's solution](#)

237.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[LUV's solution](#)

238.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-17 · last AC: 2020-07-22 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

239.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,507 global accepts · Rating: 1000 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

240.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[LUV's solution](#)

241.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

242.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[LUV's solution](#)

243.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LUV's solution](#)

244.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LUV's solution](#)

245.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,933 global accepts · Rating: 1000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, strings

[LUV's solution](#)

246.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LUV's solution](#)

247.

1362A

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

Quality: 34,082 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

248.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LUV's solution](#)

249.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[LUV's solution](#)

250.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[LUV's solution](#)

251.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LUV's solution](#)

252.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-10-21 · last AC: 2020-05-20 · GNU C++11 (first AC) · Tags: brute force, math

[LUV's solution](#)

253.

1234B1

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

Quality: 19,768 global accepts · Rating: 1000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

254.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[LUV's solution](#)

255.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

256.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LUV's solution](#)

257.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[LUV's solution](#)

258.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

259.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1000 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

260.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LUV's solution](#)

261.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[LUV's solution](#)

262.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[LUV's solution](#)

263.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

264.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[LUV's solution](#)

265.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LUV's solution](#)

266.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[LUV's solution](#)

267.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2019-01-20 · last AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

268.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

269.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

270.

1257B

[Magic Stick](#) · [Tutorial](#)

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

[LUV's solution](#)

271.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: brute force, strings

[LUV's solution](#)

272.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,296 global accepts · Rating: 1000 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

273.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: geometry, math

[LUV's solution](#)

274.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

275.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

276.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

277.

1230B

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

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

278.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

279.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

280.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

281.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

282.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

283.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

284.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

285.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LUV's solution](#)

286.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

287.

1027A

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

Quality: 18,804 global accepts · Rating: 1000 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: implementation, strings

[LUV's solution](#)

288.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

289.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[LUV's solution](#)

290.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

291.

500A

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

Quality: 62,696 global accepts · Rating: 1000 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[LUV's solution](#)

292.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: greedy

[LUV's solution](#)

293.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

294.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LUV's solution](#)

295.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

296.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

297.

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[LUV's solution](#)

298.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · last AC: 2018-04-02 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[LUV's solution](#)

299.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,556 global accepts · Rating: 1000 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LUV's solution](#)

300.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

301.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[LUV's solution](#)

302.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[LUV's solution](#)

303.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: constructive algorithms

[LUV's solution](#)

304.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: greedy, math

[LUV's solution](#)

305.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, strings

[LUV's solution](#)

306.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-10 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[LUV's solution](#)

307.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-10 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[LUV's solution](#)

308.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-02-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[LUV's solution](#)

309.

742A

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

Quality: 51,984 global accepts · Rating: 1000 · first AC: 2016-12-07 · GNU C++ (first AC) · Tags: implementation, math, number theory

[LUV's solution](#)

310.

43A

[Football](#) · [Tutorial](#)

Quality: 69,169 global accepts · Rating: 1000 · first AC: 2015-10-29 · GNU C++ (first AC) · Tags: strings

[LUV's solution](#)

311.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · last AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[LUV's solution](#)

312.

1523B

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

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

[LUV's solution](#)

313.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LUV's solution](#)

314.

1415B

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

Quality: 12,534 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[LUV's solution](#)

315.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[LUV's solution](#)

316.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LUV's solution](#)

317.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

318.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[LUV's solution](#)

319.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LUV's solution](#)

320.

1401B

[Ternary Sequence](#) · [Tutorial](#)

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

[LUV's solution](#)

321.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

322.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUV's solution](#)

323.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[LUV's solution](#)

324.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

325.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[LUV's solution](#)

326.

1112A

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

Rating: 1100 · first AC: 2019-03-03 · last AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

327.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[LUV's solution](#)

328.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[LUV's solution](#)

329.

1375A

[Sign Flipping](#) · [Tutorial](#)

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

330.

1293A

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

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[LUV's solution](#)

331.

1335C

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

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[LUV's solution](#)

332.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[LUV's solution](#)

333.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[LUV's solution](#)

334.

1345B

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

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[LUV's solution](#)

335.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LUV's solution](#)

336.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[LUV's solution](#)

337.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[LUV's solution](#)

338.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[LUV's solution](#)

339.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings
[LUV's solution](#)

340.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[LUV's solution](#)

341.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LUV's solution](#)

342.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[LUV's solution](#)

343.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1100 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory
[LUV's solution](#)

344.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[LUV's solution](#)

345.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[LUV's solution](#)

346.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[LUV's solution](#)

347.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: binary search, implementation
[LUV's solution](#)

348.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[LUV's solution](#)

349.

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

350.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

351.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

352.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LUV's solution](#)

353.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: greedy, math

[LUV's solution](#)

354.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[LUV's solution](#)

355.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[LUV's solution](#)

356.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LUV's solution](#)

357.

1105B

[Zuhair and Strings](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LUV's solution](#)

358.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

359.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[LUV's solution](#)

360.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

361.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, implementation

[LUV's solution](#)

362.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: geometry

[LUV's solution](#)

363.

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

364.

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

365.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,918 global accepts · Rating: 1100 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LUV's solution](#)

366.

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

367.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[LUV's solution](#)

368.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2017-02-18 · GNU C++ (first AC) · Tags: brute force, implementation

[LUV's solution](#)

369.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-20 · GNU C++ (first AC) · Tags: brute force, implementation

[LUV's solution](#)

370.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-10-02 · GNU C++ (first AC) · Tags: implementation, math, sortings, strings

[LUV's solution](#)

371.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation

[LUV's solution](#)

372.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: games, math

[LUV's solution](#)

373.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2016-05-24 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[LUV's solution](#)

374.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: implementation

[LUV's solution](#)

375.

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2016-04-02 · last AC: 2016-04-02 · GNU C++ (first AC) · Tags: data structures, dp

[LUV's solution](#)

376.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2016-04-02 · GNU C++ (first AC) · Tags: implementation

[LUV's solution](#)

377.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,075 global accepts · Rating: 1100 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: brute force, dp

[LUV's solution](#)

378.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: implementation, sortings

[LUV's solution](#)

379.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2015-11-29 · GNU C++ (first AC) · Tags: brute force, implementation, math

[LUV's solution](#)

380.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[LUV's solution](#)

381.

1517B

[Morning Jogging](#) · [Tutorial](#)

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

[LUV's solution](#)

382.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[LUV's solution](#)

383.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[LUV's solution](#)

384.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,064 global accepts · Rating: 1200 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[LUV's solution](#)

385.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[LUV's solution](#)

386.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

387.

1490D

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

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

[LUV's solution](#)

388.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[LUV's solution](#)

389.

1433D

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

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[LUV's solution](#)

390.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[LUV's solution](#)

391.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[LUV's solution](#)

392.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LUV's solution](#)

393.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

394.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LUV's solution](#)

395.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LUV's solution](#)

396.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LUV's solution](#)

397.

1392C

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

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

[LUV's solution](#)

398.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[LUV's solution](#)

399.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LUV's solution](#)

400.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[LUV's solution](#)

401.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation

[LUV's solution](#)

402.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-10-23 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

403.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: geometry, math

[LUV's solution](#)

404.

1385C

[Make It Good](#) · [Tutorial](#)

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

[LUV's solution](#)

405.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

406.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[LUV's solution](#)

407.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 1200 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[LUV's solution](#)

408.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

409.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[LUV's solution](#)

410.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LUV's solution](#)

411.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[LUV's solution](#)

412.

1343C

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

Quality: 44,074 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[LUV's solution](#)

413.

1371B

[Magical Calendar](#) · [Tutorial](#)

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

[LUV's solution](#)

414.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

415.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[LUV's solution](#)

416.

1364A

[XXXXX](#) · [Tutorial](#)

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

[LUV's solution](#)

417.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation

[LUV's solution](#)

418.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[LUV's solution](#)

419.

492B

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

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[LUV's solution](#)

420.

1339B

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

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[LUV's solution](#)

421.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LUV's solution](#)

422.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

423.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LUV's solution](#)

424.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[LUV's solution](#)

425.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[LUV's solution](#)

426.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LUV's solution](#)

427.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,030 global accepts · Rating: 1200 · first AC: 2018-10-24 · last AC: 2020-05-15 · GNU C++11 (first AC) · Tags: math, number theory

[LUV's solution](#)

428.

1352C

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

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[LUV's solution](#)

429.

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

430.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

431.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LUV's solution](#)

432.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: implementation, sortings

[LUV's solution](#)

433.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[LUV's solution](#)

434.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUV's solution](#)

435.

1006C

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

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[LUV's solution](#)

436.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[LUV's solution](#)

437.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[LUV's solution](#)

438.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[LUV's solution](#)

439.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-10-30 · last AC: 2019-12-12 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[LUV's solution](#)

440.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[LUV's solution](#)

441.

1150C

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

Rating: 1200 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LUV's solution](#)

442.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[LUV's solution](#)

443.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[LUV's solution](#)

444.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2019-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[LUV's solution](#)

445.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[LUV's solution](#)

446.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms
[LUV's solution](#)

447.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[LUV's solution](#)

448.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[LUV's solution](#)

449.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: greedy, math
[LUV's solution](#)

450.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[LUV's solution](#)

451.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[LUV's solution](#)

452.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[LUV's solution](#)

453.

1102C

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

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games
[LUV's solution](#)

454.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

455.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LUV's solution](#)

456.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

457.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LUV's solution](#)

458.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[LUV's solution](#)

459.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LUV's solution](#)

460.

1075B

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

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LUV's solution](#)

461.

989B

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

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[LUV's solution](#)

462.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[LUV's solution](#)

463.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

464.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[LUV's solution](#)

465.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

466.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[LUV's solution](#)

467.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: dp, greedy, math

[LUV's solution](#)

468.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: greedy

[LUV's solution](#)

469.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[LUV's solution](#)

470.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[LUV's solution](#)

471.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[LUV's solution](#)

472.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[LUV's solution](#)

473.

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2017-01-15 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[LUV's solution](#)

474.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[LUV's solution](#)

475.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2016-05-06 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[LUV's solution](#)

476.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2016-04-30 · GNU C++ (first AC) · Tags: binary search, implementation

[LUV's solution](#)

477.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,740 global accepts · Rating: 1200 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[LUV's solution](#)

478.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: brute force, implementation

[LUV's solution](#)

479.

6C

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

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: greedy, two pointers

[LUV's solution](#)

480.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,276 global accepts · Rating: 1300 · first AC: 2020-01-24 · last AC: 2024-02-28 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LUV's solution](#)

481.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[LUV's solution](#)

482.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

483.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[LUV's solution](#)

484.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[LUV's solution](#)

485.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LUV's solution](#)

486.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

487.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[LUV's solution](#)

488.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[LUV's solution](#)

489.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[LUV's solution](#)

490.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[LUV's solution](#)

491.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[LUV's solution](#)

492.

1382C1

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

Rating: 1300 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[LUV's solution](#)

493.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[LUV's solution](#)

494.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUV's solution](#)

495.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,393 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[LUV's solution](#)

496.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,830 global accepts · Rating: 1300 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[LUV's solution](#)

497.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

498.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[LUV's solution](#)

499.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[LUV's solution](#)

500.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LUV's solution](#)

501.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

502.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[LUV's solution](#)

503.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LUV's solution](#)

504.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LUV's solution](#)

505.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

506.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LUV's solution](#)

507.

1364B

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

Quality: 26,180 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

[LUV's solution](#)

508.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

509.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[LUV's solution](#)

510.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 1300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

511.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LUV's solution](#)

512.

1352D

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

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

513.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

[LUV's solution](#)

514.

1328B

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

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[LUV's solution](#)

515.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2018-09-20 · last AC: 2020-03-09 · GNU C++11 (first AC) · Tags: graphs

[LUV's solution](#)

516.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LUV's solution](#)

517.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

518.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[LUV's solution](#)

519.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: implementation

[LUV's solution](#)

520.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[LUV's solution](#)

521.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

522.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

523.

1008C

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

Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LUV's solution](#)

524.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings

[LUV's solution](#)

525.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

526.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation, two pointers

[LUV's solution](#)

527.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUV's solution](#)

528.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[LUV's solution](#)

529.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

530.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[LUV's solution](#)

531.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[LUV's solution](#)

532.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 1300 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

533.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, math

[LUV's solution](#)

534.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[LUV's solution](#)

535.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · last AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[LUV's solution](#)

536.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[LUV's solution](#)

537.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[LUV's solution](#)

538.

1100B

[Build a Contest](#) · [Tutorial](#)

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539.

1101B

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540.

1093C

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541.

572B

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542.

1077C

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543.

1062A

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Quality: 9,308 global accepts · Rating: 1300 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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544.

1055B

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545.

1005C

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546.

1004B

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547.

932B

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548.

777B

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549.

1016B

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550.

1030C

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551.

330B

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552.

1064C

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553.

1059B

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554.

1029A

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555.

476B

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556.

621B

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557.

617B

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Quality: 20,017 global accepts · Rating: 1300 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[LUV's solution](#)

558.

478B

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Quality: 41,263 global accepts · Rating: 1300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
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559.

915B

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560.

893C

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561.

886C

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Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation, trees

[LUV's solution](#)

562.

844B

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Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LUV's solution](#)

563.

798B

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Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: brute force, dp, strings

[LUV's solution](#)

564.

716B

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Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-22 · GNU C++ (first AC) · Tags: greedy, two pointers

[LUV's solution](#)

565.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2016-05-31 · GNU C++ (first AC) · Tags: implementation

[LUV's solution](#)

566.

462B

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Quality: 15,566 global accepts · Rating: 1300 · first AC: 2016-05-24 · GNU C++ (first AC) · Tags: greedy

[LUV's solution](#)

567.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: implementation, sortings

[LUV's solution](#)

568.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: implementation

[LUV's solution](#)

569.

653B

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Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, strings

[LUV's solution](#)

570.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: math, probabilities

[LUV's solution](#)

571.

318B

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Quality: 8,301 global accepts · Rating: 1300 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: implementation, strings, two pointers

[LUV's solution](#)

572.

1195C

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[LUV's solution](#)

573.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 1400 · first AC: 2019-11-27 · last AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[LUV's solution](#)

574.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · last AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[LUV's solution](#)

575.

1526B

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

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576.

1517C

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

[LUV's solution](#)

577.

414B

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Quality: 29,185 global accepts · Rating: 1400 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

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578.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[LUV's solution](#)

579.

1494B

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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

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580.

1490E

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Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[LUV's solution](#)

581.

804B

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Quality: 10,162 global accepts · Rating: 1400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[LUV's solution](#)

582.

1415C

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Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[LUV's solution](#)

583.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[LUV's solution](#)

584.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[LUV's solution](#)

585.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[LUV's solution](#)

586.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[LUV's solution](#)

587.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2018-12-06 · last AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[LUV's solution](#)

588.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[LUV's solution](#)

589.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[LUV's solution](#)

590.

977D

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Quality: 20,526 global accepts · Rating: 1400 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings
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591.

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[LUV's solution](#)

592.

1380C

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Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[LUV's solution](#)

593.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[LUV's solution](#)

594.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[LUV's solution](#)

595.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LUV's solution](#)

596.

1285C

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Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[LUV's solution](#)

597.

1375C

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Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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598.

1279C

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Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LUV's solution](#)

599.

1293C

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Rating: 1400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

600.

1191C

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Rating: 1400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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601.

1369C

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Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[LUV's solution](#)

602.

1374D

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Quality: 31,093 global accepts · Rating: 1400 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

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603.

1370C

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Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: games, math, number theory

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604.

150A

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[LUV's solution](#)

605.

1365C

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606.

492C

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607.

485A

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Quality: 8,769 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices

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608.

1362C

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Quality: 23,708 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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609.

1363B

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Quality: 26,125 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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610.

1312C

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Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[LUV's solution](#)

611.

1189C

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Quality: 11,070 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[LUV's solution](#)

612.

1355D

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Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

613.

1068A

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Quality: 7,262 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

614.

1348B

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Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[LUV's solution](#)

615.

934A

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Quality: 7,601 global accepts · Rating: 1400 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games

[LUV's solution](#)

616.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2018-09-08 · last AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs

[LUV's solution](#)

617.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[LUV's solution](#)

618.

1316B

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Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

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619.

1201C

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Quality: 33,240 global accepts · Rating: 1400 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[LUV's solution](#)

620.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[LUV's solution](#)

621.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[LUV's solution](#)

622.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: implementation, strings

[LUV's solution](#)

623.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[LUV's solution](#)

624.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LUV's solution](#)

625.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LUV's solution](#)

626.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[LUV's solution](#)

627.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[LUV's solution](#)

628.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

629.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[LUV's solution](#)

630.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[LUV's solution](#)

631.

1167C

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

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[LUV's solution](#)

632.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LUV's solution](#)

633.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[LUV's solution](#)

634.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LUV's solution](#)

635.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[LUV's solution](#)

636.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

637.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LUV's solution](#)

638.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LUV's solution](#)

639.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[LUV's solution](#)

640.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LUV's solution](#)

641.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

642.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[LUV's solution](#)

643.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[LUV's solution](#)

644.

987C

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645.

279B

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646.

719B

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647.

711B

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648.

479C

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649.

479B

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650.

475B

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651.

489C

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652.

369B

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653.

363C

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654.

276C

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655.

332B

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656.

35C

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657.

1526C1

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658.

1482B

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[LUV's solution](#)

659.

688C

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660.

1490F

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[LUV's solution](#)

661.

809A

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662.

1444A

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Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[LUV's solution](#)

663.

1408C

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[LUV's solution](#)

664.

1416A

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[LUV's solution](#)

665.

1419D2

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[LUV's solution](#)

666.

1419C

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Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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667.

659D

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Quality: 6,710 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[LUV's solution](#)

668.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[LUV's solution](#)

669.

1163B1

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Quality: 7,331 global accepts · Rating: 1500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[LUV's solution](#)

670.

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[LUV's solution](#)

671.

1400C

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Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[LUV's solution](#)

672.

876D

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Rating: 1500 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers
[LUV's solution](#)

673.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[LUV's solution](#)

674.

977E

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

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[LUV's solution](#)

675.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[LUV's solution](#)

676.

1379B

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Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
[LUV's solution](#)

677.

1379A

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[LUV's solution](#)

678.

1385D

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Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
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679.

1372C

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Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[LUV's solution](#)

680.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[LUV's solution](#)

681.

1272D

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Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[LUV's solution](#)

682.

1133D

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Quality: 16,452 global accepts · Rating: 1500 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[LUV's solution](#)

683.

1301B

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Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
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684.

1341C

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

Rating: 1500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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685.

1287B

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Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
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686.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms
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687.

1368B

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Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[LUV's solution](#)

688.

455A

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Quality: 71,978 global accepts · Rating: 1500 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LUV's solution](#)

689.

959C

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Quality: 6,209 global accepts · Rating: 1500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[LUV's solution](#)

690.

527C

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Quality: 7,534 global accepts · Rating: 1500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

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691.

264B

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692.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[LUV's solution](#)

693.

1141D

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Quality: 8,961 global accepts · Rating: 1500 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LUV's solution](#)

694.

1141C

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Quality: 12,290 global accepts · Rating: 1500 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

695.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[LUV's solution](#)

696.

1269B

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Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[LUV's solution](#)

697.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LUV's solution](#)

698.

1352F

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Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[LUV's solution](#)

699.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[LUV's solution](#)

700.

1325C

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Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LUV's solution](#)

701.

707C

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Quality: 13,481 global accepts · Rating: 1500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

702.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: dp, greedy

[LUV's solution](#)

703.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: binary search, implementation

[LUV's solution](#)

704.

75B

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Quality: 3,621 global accepts · Rating: 1500 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[LUV's solution](#)

705.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

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706.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[LUV's solution](#)

707.

864C

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Quality: 6,232 global accepts · Rating: 1500 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[LUV's solution](#)

708.

1296D

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[LUV's solution](#)

709.

1296C

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710.

1283C

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Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math

[LUV's solution](#)

711.

1213D1

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Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

712.

1011C

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Rating: 1500 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[LUV's solution](#)

713.

1169B

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Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[LUV's solution](#)

714.

892C

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Rating: 1500 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[LUV's solution](#)

715.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

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716.

1263D

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Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[LUV's solution](#)

717.

1253C

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Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[LUV's solution](#)

718.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[LUV's solution](#)

719.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LUV's solution](#)

720.

1139C

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Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[LUV's solution](#)

721.

1114B

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Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[LUV's solution](#)

722.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LUV's solution](#)

723.

1081C

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Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LUV's solution](#)

724.

1081B

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Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

725.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[LUV's solution](#)

726.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LUV's solution](#)

727.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[LUV's solution](#)

728.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LUV's solution](#)

729.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[LUV's solution](#)

730.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[LUV's solution](#)

731.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[LUV's solution](#)

732.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers
[LUV's solution](#)

733.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[LUV's solution](#)

734.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 1500 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: —
[LUV's solution](#)

735.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[LUV's solution](#)

736.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[LUV's solution](#)

737.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math
[LUV's solution](#)

738.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[LUV's solution](#)

739.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 1500 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs,

probabilities, trees

[LUV's solution](#)

740.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[LUV's solution](#)

741.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,106 global accepts · Rating: 1500 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[LUV's solution](#)

742.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1500 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[LUV's solution](#)

743.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[LUV's solution](#)

744.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-08-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[LUV's solution](#)

745.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: binary search, data structures

[LUV's solution](#)

746.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2016-04-02 · GNU C++ (first AC) · Tags: data structures, implementation

[LUV's solution](#)

747.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2016-03-29 · last AC: 2016-03-29 · GNU C++ (first AC) · Tags: greedy, math

[LUV's solution](#)

748.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: brute force, greedy, math

[LUV's solution](#)

749.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2020-06-05 · last AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[LUV's solution](#)

750.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[LUV's solution](#)

751.

1234D

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

Quality: 18,590 global accepts · Rating: 1600 · first AC: 2020-05-18 · last AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

752.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[LUV's solution](#)

753.

1526C2

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

Quality: 29,737 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[LUV's solution](#)

754.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[LUV's solution](#)

755.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[LUV's solution](#)

756.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

757.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[LUV's solution](#)

758.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[LUV's solution](#)

759.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[LUV's solution](#)

760.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[LUV's solution](#)

761.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[LUV's solution](#)

762.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[LUV's solution](#)

763.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[LUV's solution](#)

764.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[LUV's solution](#)

765.

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: implementation, math

[LUV's solution](#)

766.

1281B

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

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[LUV's solution](#)

767.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[LUV's solution](#)

768.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

769.

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[LUV's solution](#)

770.

1337C

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

Rating: 1600 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[LUV's solution](#)

771.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LUV's solution](#)

772.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

773.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[LUV's solution](#)

774.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[LUV's solution](#)

775.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[LUV's solution](#)

776.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2020-02-29 · last AC: 2020-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[LUV's solution](#)

777.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[LUV's solution](#)

778.

1364C

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

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

[LUV's solution](#)

779.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[LUV's solution](#)

780.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[LUV's solution](#)

781.

375B

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

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

dp, implementation, sortings

[LUV's solution](#)

782.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[LUV's solution](#)

783.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[LUV's solution](#)

784.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: trees

[LUV's solution](#)

785.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[LUV's solution](#)

786.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[LUV's solution](#)

787.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LUV's solution](#)

788.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[LUV's solution](#)

789.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LUV's solution](#)

790.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[LUV's solution](#)

791.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[LUV's solution](#)

792.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 1600 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: binary search, number theory

[LUV's solution](#)

793.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[LUV's solution](#)

794.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[LUV's solution](#)

795.

898E

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

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[LUV's solution](#)

796.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: greedy

[LUV's solution](#)

797.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[LUV's solution](#)

798.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LUV's solution](#)

799.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LUV's solution](#)

800.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[LUV's solution](#)

801.

1213D2

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

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[LUV's solution](#)

802.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[LUV's solution](#)

803.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[LUV's solution](#)

804.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2019-12-03 · last AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[LUV's solution](#)

805.

939C

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

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[LUV's solution](#)

806.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[LUV's solution](#)

807.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LUV's solution](#)

808.

979C

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

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[LUV's solution](#)

809.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[LUV's solution](#)

810.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[LUV's solution](#)

811.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[LUV's solution](#)

812.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[LUV's solution](#)

813.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[LUV's solution](#)

814.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[LUV's solution](#)

815.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[LUV's solution](#)

816.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LUV's solution](#)

817.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[LUV's solution](#)

818.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LUV's solution](#)

819.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,826 global accepts · Rating: 1600 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[LUV's solution](#)

820.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[LUV's solution](#)

821.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LUV's solution](#)

822.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

823.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LUV's solution](#)

824.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[LUV's solution](#)

825.

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[LUV's solution](#)

826.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[LUV's solution](#)

827.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[LUV's solution](#)

828.

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

829.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[LUV's solution](#)

830.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: dp, two pointers

[LUV's solution](#)

831.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[LUV's solution](#)

832.

375A

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

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2016-04-18 · GNU C++ (first AC) · Tags: math, number theory

[LUV's solution](#)

833.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2016-04-06 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[LUV's solution](#)

834.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: data structures, greedy

[LUV's solution](#)

835.

518A

[Vitaly and Strings](#) · [Tutorial](#)

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[LUV's solution](#)

836.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[LUV's solution](#)

837.

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-08 · last AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[LUV's solution](#)

838.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2018-12-13 · last AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[LUV's solution](#)

839.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LUV's solution](#)

840.

1491C

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

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

[LUV's solution](#)

841.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LUV's solution](#)

842.

828C

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

Rating: 1700 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[LUV's solution](#)

843.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[LUV's solution](#)

844.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LUV's solution](#)

845.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LUV's solution](#)

846.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[LUV's solution](#)

847.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[LUV's solution](#)

848.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[LUV's solution](#)

849.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LUV's solution](#)

850.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[LUV's solution](#)

851.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[LUV's solution](#)

852.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[LUV's solution](#)

853.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[LUV's solution](#)

854.

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LUV's solution](#)

855.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LUV's solution](#)

856.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[LUV's solution](#)

857.

1382C2

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

Rating: 1700 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[LUV's solution](#)

858.

1330D

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

Rating: 1700 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[LUV's solution](#)

859.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[LUV's solution](#)

860.

1341D

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

Rating: 1700 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[LUV's solution](#)

861.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[LUV's solution](#)

862.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[LUV's solution](#)

863.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[LUV's solution](#)

864.

1337D

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

Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[LUV's solution](#)

865.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[LUV's solution](#)

866.

1333C

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

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[LUV's solution](#)

867.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[LUV's solution](#)

868.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,081 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LUV's solution](#)

869.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[LUV's solution](#)

870.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2019-11-26 · last AC: 2020-06-22 · GNU C++11 (first AC) · Tags: dp, sortings

[LUV's solution](#)

871.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[LUV's solution](#)

872.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[LUV's solution](#)

873.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[LUV's solution](#)

874.

1362D

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

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

[LUV's solution](#)

875.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[LUV's solution](#)

876.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[LUV's solution](#)

877.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[LUV's solution](#)

878.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[LUV's solution](#)

879.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[LUV's solution](#)

880.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[LUV's solution](#)

881.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[LUV's solution](#)

882.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[LUV's solution](#)

883.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[LUV's solution](#)

884.

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[LUV's solution](#)

885.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[LUV's solution](#)

886.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[LUV's solution](#)

887.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[LUV's solution](#)

888.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,571 global accepts · Rating: 1700 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[LUV's solution](#)

889.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[LUV's solution](#)

890.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LUV's solution](#)

891.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[LUV's solution](#)

892.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[LUV's solution](#)

893.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings

[LUV's solution](#)

894.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LUV's solution](#)

895.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[LUV's solution](#)

896.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[LUV's solution](#)

897.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Quality: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[LUV's solution](#)

898.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[LUV's solution](#)

899.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[LUV's solution](#)

900.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[LUV's solution](#)

901.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[LUV's solution](#)

902.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[LUV's solution](#)

903.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[LUV's solution](#)

904.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[LUV's solution](#)

905.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[LUV's solution](#)

906.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[LUV's solution](#)

907.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LUV's solution](#)

908.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[LUV's solution](#)

909.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[LUV's solution](#)

910.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2016-05-23 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[LUV's solution](#)

911.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2015-11-29 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[LUV's solution](#)

912.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[LUV's solution](#)

913.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-12 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[LUV's solution](#)

914.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[LUV's solution](#)

915.

1549D

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

Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[LUV's solution](#)

916.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[LUV's solution](#)

917.

1491D

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

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

[LUV's solution](#)

918.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LUV's solution](#)

919.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-02-26 · last AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LUV's solution](#)

920.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[LUV's solution](#)

921.

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[LUV's solution](#)

922.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[LUV's solution](#)

923.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings

[LUV's solution](#)

924.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[LUV's solution](#)

925.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[LUV's solution](#)

926.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LUV's solution](#)

927.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[LUV's solution](#)

928.

1401D

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

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

[LUV's solution](#)

929.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[LUV's solution](#)

930.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LUV's solution](#)

931.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[LUV's solution](#)

932.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[LUV's solution](#)

933.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp

[LUV's solution](#)

934.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: binary search, sortings

[LUV's solution](#)

935.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[LUV's solution](#)

936.

1330C

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

Rating: 1800 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[LUV's solution](#)

937.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[LUV's solution](#)

938.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[LUV's solution](#)

939.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
[LUV's solution](#)

940.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[LUV's solution](#)

941.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[LUV's solution](#)

942.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: graph matchings
[LUV's solution](#)

943.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation
[LUV's solution](#)

944.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[LUV's solution](#)

945.

527D

[Cliques Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[LUV's solution](#)

946.

1339D

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

Rating: 1800 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees
[LUV's solution](#)

947.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers
[LUV's solution](#)

948.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-15 · last AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[LUV's solution](#)

949.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[LUV's solution](#)

950.

459D

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

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[LUV's solution](#)

951.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[LUV's solution](#)

952.

220B

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

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[LUV's solution](#)

953.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2020-04-07 · last AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[LUV's solution](#)

954.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[LUV's solution](#)

955.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

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956.

1316C

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957.

1084D

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958.

986B

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959.

991E

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960.

1282C

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961.

1304D

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962.

1296E1

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963.

1295D

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964.

1287D

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965.

1283D

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966.

1130D2

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Rating: 1800 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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967.

1213G

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968.

1176D

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969.

1042D

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970.

831D

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971.

909C

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972.

1221D

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973.

543A

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974.

1262D2

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975.

1225D

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976.

1113D

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977.

1108E1

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978.

271D

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979.

333B

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980.

20C

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981.

1482D

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982.

490D

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983.

1495B

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984.

512B

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985.

650B

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986.

472D

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987.

1494C

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988.

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989.

739B

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990.

688E

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991.

1475G

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992.

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993.

1428D

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835D

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995.

811C

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996.

1208D

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997.

1163C1

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998.

1163C2

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999.

731F

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1000.

448C

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1001.

1400D

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1002.

817D

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1003.

14D

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1004.

981D

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1005.

1015E2

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1006.

192E

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1007.

1237C2

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1008.

1119E

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1009.

3B

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1010.

1285D

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1011.

1272E

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1375D

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1013.

1305D

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1014.

1371E1

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1015.

1157D

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1016.

1369D

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1017.

1367E

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1018.

1365E

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1019.

388B

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1020.

505C

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1021.

1361B

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1022.

959E

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1023.

959D

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1024.

1360G

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1025.

1358D

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1026.

1141G

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1027.

1141F2

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1028.

1141F1

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1029.

1313C2

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1030.

1153D

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1031.

1354D

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1032.

1068D

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1033.

1353E

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1034.

1348D

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1035.

597C

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1036.

292E

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1037.

961E

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1038.

1076E

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1039.

1242B

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1040.

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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1041.

1328E

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Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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1042.

1311F

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1043.

1077F1

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1044.

1303D

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Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · last AC: 2020-02-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[LUV's solution](#)

1045.

1205B

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Quality: 7,452 global accepts · Rating: 1900 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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1046.

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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1047.

25D

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Quality: 15,577 global accepts · Rating: 1900 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: dsu, graphs, trees

[LUV's solution](#)

1048.

1169D

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Rating: 1900 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[LUV's solution](#)

1049.

577B

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Quality: 14,859 global accepts · Rating: 1900 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[LUV's solution](#)

1050.

1036C

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[LUV's solution](#)

1051.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2020-07-29 · last AC: 2024-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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1052.

629C

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Quality: 3,023 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

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1053.

468B

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Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[LUV's solution](#)

1054.

1514D

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Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-22 · last AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[LUV's solution](#)

1055.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-29 · last AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[LUV's solution](#)

1056.

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

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1057.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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1058.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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1059.

889B

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Rating: 2000 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, strings

[LUV's solution](#)

1060.

1438C

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Quality: 11,629 global accepts · Rating: 2000 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem,

constructive algorithms, fft, flows

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1061.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[LUV's solution](#)

1062.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

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1063.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LUV's solution](#)

1064.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[LUV's solution](#)

1065.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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1066.

797E

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Quality: 5,609 global accepts · Rating: 2000 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

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1067.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[LUV's solution](#)

1068.

817E

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Quality: 3,716 global accepts · Rating: 2000 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[LUV's solution](#)

1069.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[LUV's solution](#)

1070.

1388D

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Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[LUV's solution](#)

1071.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

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1072.

1379C

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Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[LUV's solution](#)

1073.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[LUV's solution](#)

1074.

1385E

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Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1075.

1380D

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Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[LUV's solution](#)

1076.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[LUV's solution](#)

1077.

1345D

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Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[LUV's solution](#)

1078.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[LUV's solution](#)

1079.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,928 global accepts · Rating: 2000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[LUV's solution](#)

1080.

2B

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Quality: 12,948 global accepts · Rating: 2000 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: dp, math

[LUV's solution](#)

1081.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: math, number theory

[LUV's solution](#)

1082.

1366D

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Quality: 12,347 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[LUV's solution](#)

1083.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LUV's solution](#)

1084.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[LUV's solution](#)

1085.

1363E

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Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LUV's solution](#)

1086.

1359E

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Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[LUV's solution](#)

1087.

1359D

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Quality: 10,732 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[LUV's solution](#)

1088.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[LUV's solution](#)

1089.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[LUV's solution](#)

1090.

1349B

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Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LUV's solution](#)

1091.

501D

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Quality: 2,687 global accepts · Rating: 2000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1092.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 2000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[LUV's solution](#)

1093.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[LUV's solution](#)

1094.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[LUV's solution](#)

1095.

1101D

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Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[LUV's solution](#)

1096.

877E

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

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[LUV's solution](#)

1097.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[LUV's solution](#)

1098.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[LUV's solution](#)

1099.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[LUV's solution](#)

1100.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[LUV's solution](#)

1101.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[LUV's solution](#)**1102.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[LUV's solution](#)**1103.**

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2020-02-22 · last AC: 2020-02-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[LUV's solution](#)**1104.**

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[LUV's solution](#)**1105.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: dp, sortings

[LUV's solution](#)**1106.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, dp

[LUV's solution](#)**1107.**

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[LUV's solution](#)**1108.**

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[LUV's solution](#)**1109.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[LUV's solution](#)**1110.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

1111.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[LUV's solution](#)

1112.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[LUV's solution](#)

1113.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[LUV's solution](#)

1114.

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[LUV's solution](#)

1115.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[LUV's solution](#)

1116.

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-02 · last AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[LUV's solution](#)

1117.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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1118.

317B

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Quality: 1,659 global accepts · Rating: 2000 · first AC: 2015-11-28 · GNU C++ (first AC) · Tags: brute force, implementation

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1119.

343D

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Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-03-20 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[LUV's solution](#)

1120.

1482E

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Quality: 3,754 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[LUV's solution](#)

1121.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[LUV's solution](#)**1122.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[LUV's solution](#)**1123.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[LUV's solution](#)**1124.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[LUV's solution](#)**1125.**

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-02-25 · last AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LUV's solution](#)**1126.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[LUV's solution](#)**1127.**

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)**1128.**

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

[LUV's solution](#)**1129.**

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[LUV's solution](#)**1130.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[LUV's solution](#)

1131.

1185G1

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Quality: 3,198 global accepts · Rating: 2100 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[LUV's solution](#)

1132.

1163D

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Quality: 1,541 global accepts · Rating: 2100 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[LUV's solution](#)

1133.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar
[LUV's solution](#)

1134.

1000E

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

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[LUV's solution](#)

1135.

960F

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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
[LUV's solution](#)

1136.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[LUV's solution](#)

1137.

799D

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Quality: 2,183 global accepts · Rating: 2100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle
[LUV's solution](#)

1138.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[LUV's solution](#)

1139.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[LUV's solution](#)

1140.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[LUV's solution](#)

1141.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[LUV's solution](#)

1142.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[LUV's solution](#)

1143.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[LUV's solution](#)

1144.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[LUV's solution](#)

1145.

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[LUV's solution](#)

1146.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[LUV's solution](#)

1147.

321C

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

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[LUV's solution](#)

1148.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[LUV's solution](#)

1149.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[LUV's solution](#)

1150.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[LUV's solution](#)

1151.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: binary search, geometry

[LUV's solution](#)

1152.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[LUV's solution](#)

1153.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[LUV's solution](#)

1154.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[LUV's solution](#)

1155.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[LUV's solution](#)

1156.

1363D

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

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[LUV's solution](#)

1157.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LUV's solution](#)

1158.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[LUV's solution](#)

1159.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[LUV's solution](#)

1160.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[LUV's solution](#)

1161.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2020-04-30 · last AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

graphs, trees

[LUV's solution](#)

1162.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[LUV's solution](#)

1163.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2100 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[LUV's solution](#)

1164.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-02-26 · last AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dp, geometry

[LUV's solution](#)

1165.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[LUV's solution](#)

1166.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 2100 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[LUV's solution](#)

1167.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2020-02-22 · last AC: 2020-02-22 · GNU C++11 (first AC) · Tags: data structures, dp

[LUV's solution](#)

1168.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2020-02-17 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: data structures, implementation

[LUV's solution](#)

1169.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[LUV's solution](#)

1170.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[LUV's solution](#)

1171.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[LUV's solution](#)

1172.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LUV's solution](#)

1173.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-06-30 · last AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[LUV's solution](#)

1174.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[LUV's solution](#)

1175.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees

[LUV's solution](#)

1176.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[LUV's solution](#)

1177.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[LUV's solution](#)

1178.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LUV's solution](#)

1179.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[LUV's solution](#)

1180.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[LUV's solution](#)

1181.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[LUV's solution](#)

1182.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[LUV's solution](#)

1183.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LUV's solution](#)

1184.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[LUV's solution](#)

1185.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[LUV's solution](#)

1186.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[LUV's solution](#)

1187.

876F

[High Cry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures

[LUV's solution](#)

1188.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[LUV's solution](#)

1189.

139E

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: binary search, data structures, probabilities, sortings

[LUV's solution](#)

1190.

1305E

[Kuron and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LUV's solution](#)

1191.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[LUV's solution](#)

1192.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[LUV's solution](#)

1193.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LUV's solution](#)

1194.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[LUV's solution](#)

1195.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-06-27 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[LUV's solution](#)

1196.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[LUV's solution](#)

1197.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[LUV's solution](#)

1198.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LUV's solution](#)

1199.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[LUV's solution](#)

1200.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[LUV's solution](#)

1201.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[LUV's solution](#)

1202.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1203.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[LUV's solution](#)

1204.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1205.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: trees

[LUV's solution](#)

1206.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-04-14 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[LUV's solution](#)

1207.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LUV's solution](#)

1208.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-02-22 · last AC: 2020-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[LUV's solution](#)

1209.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dp, strings

[LUV's solution](#)

1210.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LUV's solution](#)

1211.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[LUV's solution](#)

1212.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[LUV's solution](#)

1213.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2021-12-08 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[LUV's solution](#)

1214.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2020-07-27 · last AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[LUV's solution](#)

1215.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[LUV's solution](#)

1216.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[LUV's solution](#)

1217.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2021-03-20 · last AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing

[LUV's solution](#)

1218.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[LUV's solution](#)

1219.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-03-04 · last AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[LUV's solution](#)

1220.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2021-03-03 · last AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[LUV's solution](#)

1221.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[LUV's solution](#)

1222.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[LUV's solution](#)

1223.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[LUV's solution](#)

1224.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[LUV's solution](#)

1225.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[LUV's solution](#)

1226.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[LUV's solution](#)

1227.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2020-08-27 · last AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[LUV's solution](#)

1228.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2020-03-06 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, math

[LUV's solution](#)

1229.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[LUV's solution](#)

1230.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2020-06-27 · last AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[LUV's solution](#)

1231.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[LUV's solution](#)

1232.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: dp

[LUV's solution](#)

1233.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[LUV's solution](#)

1234.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[LUV's solution](#)

1235.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · last AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[LUV's solution](#)

1236.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[LUV's solution](#)

1237.

1191E

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

Rating: 2300 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[LUV's solution](#)

1238.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[LUV's solution](#)

1239.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[LUV's solution](#)

1240.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LUV's solution](#)

1241.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[LUV's solution](#)

1242.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[LUV's solution](#)

1243.

516C

[Brazil and Park](#) · [Tutorial](#)

Quality: 2300 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1244.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2020-05-05 · last AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[LUV's solution](#)

1245.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[LUV's solution](#)

1246.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-04-19 · last AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[LUV's solution](#)

1247.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[LUV's solution](#)

1248.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[LUV's solution](#)

1249.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings

[LUV's solution](#)

1250.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-03-30 · last AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[LUV's solution](#)

1251.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2020-07-28 · last AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[LUV's solution](#)

1252.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[LUV's solution](#)

1253.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[LUV's solution](#)

1254.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2400 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LUV's solution](#)

1255.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-04 · last AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[LUV's solution](#)

1256.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[LUV's solution](#)

1257.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-02-27 · last AC: 2020-10-21 · GNU C++11 (first AC) · Tags: data structures, dp

[LUV's solution](#)

1258.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[LUV's solution](#)

1259.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[LUV's solution](#)

1260.

745E

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LUV's solution](#)

1261.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-08-26 · last AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[LUV's solution](#)

1262.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1263.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)**1264.**

1401E

[Divide Square](#) · [Tutorial](#)

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

[LUV's solution](#)**1265.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[LUV's solution](#)**1266.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing

[LUV's solution](#)**1267.**

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[LUV's solution](#)**1268.**

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[LUV's solution](#)**1269.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LUV's solution](#)**1270.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[LUV's solution](#)**1271.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[LUV's solution](#)**1272.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[LUV's solution](#)

1273.

717H

[Pokémon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[LUV's solution](#)

1274.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices
[LUV's solution](#)

1275.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[LUV's solution](#)

1276.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[LUV's solution](#)

1277.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-04-26 · last AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[LUV's solution](#)

1278.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2020-04-24 · last AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[LUV's solution](#)

1279.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2020-04-22 · last AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[LUV's solution](#)

1280.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[LUV's solution](#)

1281.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2020-04-08 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[LUV's solution](#)

1282.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2020-04-01 · last AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[LUV's solution](#)

1283.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2020-03-31 · last AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[LUV's solution](#)

1284.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-03-29 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[LUV's solution](#)

1285.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[LUV's solution](#)

1286.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[LUV's solution](#)

1287.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[LUV's solution](#)

1288.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[LUV's solution](#)

1289.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[LUV's solution](#)

1290.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[LUV's solution](#)

1291.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[LUV's solution](#)

1292.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1293.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2020-04-01 · last AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[LUV's solution](#)

1294.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[LUV's solution](#)

1295.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[LUV's solution](#)

1296.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[LUV's solution](#)

1297.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[LUV's solution](#)

1298.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[LUV's solution](#)

1299.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, trees

[LUV's solution](#)

1300.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LUV's solution](#)

1301.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[LUV's solution](#)

1302.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[LUV's solution](#)

1303.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[LUV's solution](#)

1304.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,572 global accepts · Rating: 2500 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[LUV's solution](#)

1305.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[LUV's solution](#)

1306.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[LUV's solution](#)

1307.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[LUV's solution](#)

1308.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2020-02-01 · last AC: 2020-10-11 · GNU C++11 (first AC) · Tags: brute force, data structures

[LUV's solution](#)

1309.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[LUV's solution](#)

1310.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[LUV's solution](#)

1311.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[LUV's solution](#)

1312.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[LUV's solution](#)

1313.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2020-05-05 · last AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[LUV's solution](#)

1314.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1315.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LUV's solution](#)

1316.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[LUV's solution](#)

1317.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[LUV's solution](#)

1318.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[LUV's solution](#)

1319.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: dp, flows, graphs

[LUV's solution](#)

1320.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LUV's solution](#)

1321.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-03-29 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1322.

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2020-03-03 · last AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[LUV's solution](#)

1323.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[LUV's solution](#)

1324.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[LUV's solution](#)

1325.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1326.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-03-12 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[LUV's solution](#)

1327.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[LUV's solution](#)

1328.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dsu, implementation

[LUV's solution](#)

1329.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[LUV's solution](#)

1330.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2020-06-24 · last AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[LUV's solution](#)

1331.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[LUV's solution](#)

1332.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LUV's solution](#)

1333.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[LUV's solution](#)

1334.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LUV's solution](#)

1335.

1041193

[A7@CTAD\\$8Cd=D'9 CÔ>CÄ5D](#)

Rating: — · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1336.

101979H

[A65D\\$5D 1D4@C3ð](#)

Rating: — · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1337.

102203J

[AÔ>DtäCä9 C60D\\$@D4;DÀ](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1338.

102203K

[Aö5D5DT2C B](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1339.

102203D

[Aç@Cä: D'@D](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1340.

102203E

[BÔ=CT@C45D\\$8Dt5D :C,,9 D ?CT:D\\$@](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1341.

102203C

[BD00ia@C,,:C](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1342.

102203L

[A" ?Cä8D :C E C,,AD\\$8CÔK](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1343.

102203I

[A\\$>DriäCä<C,,=C =C,,5](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1344.

102203H

[A"Tp01ä@C BCä@C,,8](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1345.

102203F

[A8C,ä,,>D\\$5C=0](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1346.

102203B

[B @CäCÔ>CR ACä>C ICT=C,,5](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1347.

102203A

[AD>C @Cä ?Cä6C ;Cä2C BDÄ =C \\$C`>D 8CÔC!](#)

Rating: — · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1348.

102022E

[A@CÔDCTBC 2 C`0C 8D 8CÔBCP](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1349.

102022J

[A@CÔ7ED=C,,GCÔKCR 2D`GC,,AC`5CÔ8Dò ?Cä AC EC @CÔ>CÄC CÄ>CDCC`N](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1350.

102022H

[A@DriaC`8](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1351.

102022D

[B4=C, GDS>Cd5CÔ8CR 4D >CÔ>C](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1352.

102022B

[A 8DS>C\\$KC' 0C\\$BCä<C B](#)

Rating: — · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1353.

101950F

[A4CÔaC, =C :Cä;CTACÔ8Dd0DP](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1354.

101950H

[A@C@C AC=0](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1355.

101950G

[B\\$0C,äD BC\\$5CÔ=D`9 D 8D\\$CC ;](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1356.

101950D

[A@C@46Cä: D BD 5C`LC K](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1357.

101950J

[A,3D0i@ AD\\$@Cä:C€](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1358.

101950A

[B BC@0,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1359.

102373C

[Diamonds · Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1360.

102373D

[Good Subset · Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1361.

102373B

[Wooden Castle · Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1362.

102373H

[Escape from the Abundoned House · Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1363.

102373F

[Aä=C€!](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1364.

102373A

[Aä=C€!](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1365.

102373G

[A0xCd=C,,FD°](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1366.

102373I

[Aä=C€! 2 C0>CD2C ;CP](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[LUV's solution](#)

1367.

101741C

[Cover the Paths · Tutorial](#)

Rating: — · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1379.

1012925

[A 2D\\$>CÄ0D\\$8Ct8D >C\\$0CÔ=Cä5 D4?D 0C\\$;CT=C,,5 CD>D BC 2C^>C•](#)

Rating: — · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[LUV's solution](#)

1380.

101319A

[Problem Cheesecake. Cuckoos · Tutorial](#)

Rating: — · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[LUV's solution](#)

1381.

101319B

[Problem Halva. Gleb and Two Numbers · Tutorial](#)

Rating: — · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[LUV's solution](#)

1382.

101319D

[Problem Tiramisu. Vanya and Jackets · Tutorial](#)

Rating: — · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[LUV's solution](#)

1383.

101320D

[Problem Panna Cotta. Shall We Play a Game? · Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1384.

101320B

[Problem Muffin. Robot on the Field · Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[LUV's solution](#)

1385.

100141D

[B <CT@D\\$L](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[LUV's solution](#)

1386.

396C

[On Changing Tree · Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[LUV's solution](#)

1387.

1319D

[Navigation System · Tutorial](#)

Rating: — · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[LUV's solution](#)

1388.

1319B

[Journey Planning · Tutorial](#)

Rating: — · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, sortings

[LUV's solution](#)

1389.

1319A

[Contest for Robots · Tutorial](#)

Rating: — · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: math

[LUV's solution](#)

1390.

1275A

[B DDK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: *special

[LUV's solution](#)

1391.

102330D

[A@Cä8D 5D AC,,2CÔKC' BCä@C0](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[LUV's solution](#)

1392.

102330C

[AÄDd8Cα8](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[LUV's solution](#)

1393.

102330G

[B-0D,0i0, AD\\$0Cd8D >C\\$:C€](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[LUV's solution](#)

1394.

102330F

[A12GT@ DÄ:C€](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[LUV's solution](#)

1395.

102330B

[A6>0TTC:D =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[LUV's solution](#)

1396.

102330A

[AD>0αBCä@ A 9C >C`8D](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[LUV's solution](#)

1397.

100014E

[A@CÔ4C,,FC,,>CÔ5D](#)

Rating: — · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[LUV's solution](#)