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Unique solved — Luca

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

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Filters: none

Count: 998

1.

1993A

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Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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2.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

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3.

1878A

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4.

1773F

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Quality: 4,781 global accepts · Rating: 800 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Luca's solution](#)

5.

1832A

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Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

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6.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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7.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,743 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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8.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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9.

1787A

[Exponential Equation](#) · [Tutorial](#)

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10.

1764A

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Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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11.

1766A

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12.

954A

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Quality: 11,046 global accepts · Rating: 800 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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13.

1616A

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14.

1569A

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15.

1562A

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16.

1535A

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17.

1515A

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18.

1519B

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19.

1519A

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20.

1516A

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21.

1497A

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sortings

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22.

1493A

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23.

1487A

[Arena](#) · [Tutorial](#)

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

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24.

1480A

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25.

1481A

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26.

1474A

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27.

1473A

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28.

1455A

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29.

1452A

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30.

1452C

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31.

1438A

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32.

1443A

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33.

1428A

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34.

1437A

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35.

1430B

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36.

1408A

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37.

1392B

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38.

1392A

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39.

1398B

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40.

1398A

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41.

1391B

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42.

1391A

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43.

1393A

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44.

1389A

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Quality: 49,873 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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45.

1382A

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Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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46.

1372A

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47.

1371A

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48.

1369A

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49.

1370A

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50.

1368A

[C+=](#) · [Tutorial](#)

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51.

1358A

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52.

1360B

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53.

1360A

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54.

1353B

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

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[Luca's solution](#)

55.

1353A

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[Luca's solution](#)

56.

1352A

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57.

1345A

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58.

1348A

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

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59.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,130 global accepts · Rating: 800 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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60.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

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[Luca's solution](#)

61.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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62.

1337A

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63.

1328A

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64.

1255A

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65.

1257A

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66.

855A

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67.

873A

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68.

1675B

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69.

1990A

[Submission Bait](#) · [Tutorial](#)

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70.

1764B

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71.

1610A

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72.

1535B

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73.

1480B

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74.

1430A

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75.

1427A

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76.

1420A

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77.

1419A

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78.

1406A

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79.

1401A

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80.

1380A

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81.

1373B

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82.

1350A

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83.

1341A

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84.

1343A

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85.

1337B

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86.

1324A

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[Luca's solution](#)

87.

1339A

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88.

1330A

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89.

1798B

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90.

1766B

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91.

1569B

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92.

1562B

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

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93.

1515B

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

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94.

1485A

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95.

1476A

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[Luca's solution](#)

96.

1474B

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97.

1473B

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[Luca's solution](#)

98.

1438B

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[Luca's solution](#)

99.

1430C

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100.

1419D1

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101.

1395A

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102.

1373A

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103.

1362A

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104.

1359B

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105.

1359A

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[Luca's solution](#)

106.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[Luca's solution](#)

107.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math

[Luca's solution](#)

108.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

[Luca's solution](#)

109.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Luca's solution](#)

110.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Luca's solution](#)

111.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Luca's solution](#)

112.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Luca's solution](#)

113.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Luca's solution](#)

114.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,804 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Luca's solution](#)

115.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,486 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[Luca's solution](#)

116.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Luca's solution](#)

117.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Luca's solution](#)

118.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Luca's solution](#)

119.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,807 global accepts · Rating: 1100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[Luca's solution](#)

120.

1481B

[New Colony](#) · [Tutorial](#)

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

[Luca's solution](#)

121.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Luca's solution](#)

122.

1455C

[Ping-pong](#) · [Tutorial](#)

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

[Luca's solution](#)

123.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Luca's solution](#)

124.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Luca's solution](#)

125.

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

[Luca's solution](#)

126.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Luca's solution](#)

127.

1382B

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Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Luca's solution](#)

128.

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

[Luca's solution](#)

129.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Luca's solution](#)

130.

1366A

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

Quality: 32,996 global accepts · Rating: 1100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Luca's solution](#)

131.

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

[Luca's solution](#)

132.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,782 global accepts · Rating: 1100 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Luca's solution](#)

133.

1345B

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

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[Luca's solution](#)

134.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Luca's solution](#)

135.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Luca's solution](#)

136.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[Luca's solution](#)

137.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Luca's solution](#)

138.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Luca's solution](#)

139.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Luca's solution](#)

140.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Luca's solution](#)

141.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Luca's solution](#)

142.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Luca's solution](#)

143.

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Luca's solution](#)

144.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,351 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Luca's solution](#)

145.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[Luca's solution](#)

146.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Luca's solution](#)

147.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Luca's solution](#)

148.

1455B

[Jumps](#) · [Tutorial](#)

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

[Luca's solution](#)

149.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Luca's solution](#)

150.

1437B

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

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

151.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[Luca's solution](#)

152.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[Luca's solution](#)

153.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[Luca's solution](#)

154.

1392C

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

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

155.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Luca's solution](#)

156.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[Luca's solution](#)

157.

1375B

[Neighbor Grid](#) · [Tutorial](#)

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

158.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[Luca's solution](#)

159.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[Luca's solution](#)

160.

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

[Luca's solution](#)

161.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Luca's solution](#)

162.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Luca's solution](#)

163.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Luca's solution](#)

164.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math

[Luca's solution](#)

165.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Luca's solution](#)

166.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: implementation, math

[Luca's solution](#)

167.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[Luca's solution](#)

168.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Luca's solution](#)

169.

1328C

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Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Luca's solution](#)

170.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Luca's solution](#)

171.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Luca's solution](#)

172.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Luca's solution](#)

173.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Luca's solution](#)

174.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Luca's solution](#)

175.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Luca's solution](#)

176.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Luca's solution](#)

177.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Luca's solution](#)

178.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Luca's solution](#)

179.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Luca's solution](#)

180.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Luca's solution](#)

181.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Luca's solution](#)

182.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Luca's solution](#)

183.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · last AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Luca's solution](#)

184.

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

[Luca's solution](#)

185.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Luca's solution](#)

186.

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Luca's solution](#)

187.

1372B

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

Quality: 36,386 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Luca's solution](#)

188.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Luca's solution](#)

189.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Luca's solution](#)

190.

1364B

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

Quality: 26,176 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Luca's solution](#)

191.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,952 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Luca's solution](#)

192.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Luca's solution](#)

193.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Luca's solution](#)

194.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[Luca's solution](#)

195.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: math, number theory

[Luca's solution](#)

196.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[Luca's solution](#)

197.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Luca's solution](#)

198.

1328B

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

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Luca's solution](#)

199.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Luca's solution](#)

200.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,283 global accepts · Rating: 1400 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Luca's solution](#)

201.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Luca's solution](#)

202.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Luca's solution](#)

203.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Luca's solution](#)

204.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Luca's solution](#)

205.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Luca's solution](#)

206.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1400 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Luca's solution](#)

207.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Luca's solution](#)

208.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Luca's solution](#)

209.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Luca's solution](#)

210.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Luca's solution](#)

211.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,462 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Luca's solution](#)

212.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-04-23 · GNU C11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Luca's solution](#)

213.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Luca's solution](#)

214.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Luca's solution](#)

215.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Luca's solution](#)

216.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Luca's solution](#)

217.

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

[Luca's solution](#)

218.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Luca's solution](#)

219.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Luca's solution](#)

220.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Luca's solution](#)

221.

1375C

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

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

[Luca's solution](#)

222.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Luca's solution](#)

223.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,140 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Luca's solution](#)

224.

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Luca's solution](#)

225.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Luca's solution](#)

226.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Luca's solution](#)

227.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Luca's solution](#)

228.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Luca's solution](#)

229.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: implementation, math

[Luca's solution](#)

230.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Luca's solution](#)

231.

1332B

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

Quality: 18,954 global accepts · Rating: 1400 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Luca's solution](#)

232.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Luca's solution](#)

233.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Luca's solution](#)

234.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Luca's solution](#)

235.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-29 · GNU C11 (first AC) · Tags: bitmasks, constructive algorithms

[Luca's solution](#)

236.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Luca's solution](#)

237.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Luca's solution](#)

238.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Luca's solution](#)

239.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Luca's solution](#)

240.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Luca's solution](#)

241.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Luca's solution](#)

242.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Luca's solution](#)

243.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Luca's solution](#)

244.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Luca's solution](#)

245.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Luca's solution](#)

246.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Luca's solution](#)

247.

1418C

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

Quality: 28,129 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Luca's solution](#)

248.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Luca's solution](#)

249.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[Luca's solution](#)

250.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Luca's solution](#)

251.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Luca's solution](#)

252.

1385D

[a-Good String](#) · [Tutorial](#)

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

[Luca's solution](#)

253.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Luca's solution](#)

254.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Luca's solution](#)

255.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Luca's solution](#)

256.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Luca's solution](#)

257.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: dp, math, matrices
[Luca's solution](#)

258.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math
[Luca's solution](#)

259.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers
[Luca's solution](#)

260.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,858 global accepts · Rating: 1500 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[Luca's solution](#)

261.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[Luca's solution](#)

262.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[Luca's solution](#)

263.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Luca's solution](#)

264.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Luca's solution](#)

265.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Luca's solution](#)

266.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Luca's solution](#)

267.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Luca's solution](#)

268.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,621 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Luca's solution](#)

269.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,262 global accepts · Rating: 1600 · first AC: 2021-11-22 · GNU C11 (first AC) · Tags: math, number theory

[Luca's solution](#)

270.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Luca's solution](#)

271.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Luca's solution](#)

272.

1497C2

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

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

[Luca's solution](#)

273.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Luca's solution](#)

274.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Luca's solution](#)

275.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Luca's solution](#)

276.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Luca's solution](#)

277.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Luca's solution](#)

278.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Luca's solution](#)

279.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Luca's solution](#)

280.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,598 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Luca's solution](#)

281.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Luca's solution](#)

282.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,345 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Luca's solution](#)

283.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Luca's solution](#)

284.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Luca's solution](#)

285.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Luca's solution](#)

286.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Luca's solution](#)

287.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Luca's solution](#)

288.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1600 · first AC: 2020-05-31 · last AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Luca's solution](#)

289.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Luca's solution](#)

290.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: math

[Luca's solution](#)

291.

1353D

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

Quality: 20,279 global accepts · Rating: 1600 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, sortings

[Luca's solution](#)

292.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math, number theory

[Luca's solution](#)

293.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[Luca's solution](#)

294.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, sortings

[Luca's solution](#)

295.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Luca's solution](#)

296.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[Luca's solution](#)

297.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · last AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory

[Luca's solution](#)

298.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Luca's solution](#)

299.

1337C

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

Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Luca's solution](#)

300.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Luca's solution](#)

301.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Luca's solution](#)

302.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Luca's solution](#)

303.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Luca's solution](#)

304.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Luca's solution](#)

305.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Luca's solution](#)

306.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Luca's solution](#)

307.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Luca's solution](#)

308.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Luca's solution](#)

309.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Luca's solution](#)

310.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · last AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Luca's solution](#)

311.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Luca's solution](#)

312.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Luca's solution](#)

313.

1480C

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

Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[Luca's solution](#)

314.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Luca's solution](#)

315.

1474C

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

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

[Luca's solution](#)

316.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Luca's solution](#)

317.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Luca's solution](#)

318.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Luca's solution](#)

319.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[Luca's solution](#)

320.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Luca's solution](#)

321.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Luca's solution](#)

322.

1406C

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

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Luca's solution](#)

323.

1392D

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

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

[Luca's solution](#)

324.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Luca's solution](#)

325.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Luca's solution](#)

326.

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[Luca's solution](#)

327.

1368D

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

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

[Luca's solution](#)

328.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 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

[Luca's solution](#)

329.

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

[Luca's solution](#)

330.

339D

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

Quality: 32,548 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Luca's solution](#)

331.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Luca's solution](#)

332.

1330D

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

Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Luca's solution](#)

333.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Luca's solution](#)

334.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Luca's solution](#)

335.

1341D

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

Rating: 1700 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Luca's solution](#)

336.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Luca's solution](#)

337.

1343D

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

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[Luca's solution](#)

338.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Luca's solution](#)

339.

1324E

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

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dp, implementation

[Luca's solution](#)

340.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Luca's solution](#)

341.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Luca's solution](#)

342.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Luca's solution](#)

343.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Luca's solution](#)

344.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Luca's solution](#)

345.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Luca's solution](#)

346.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-02 · GNU C11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Luca's solution](#)

347.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Luca's solution](#)

348.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Luca's solution](#)

349.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Luca's solution](#)

350.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Luca's solution](#)

351.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Luca's solution](#)

352.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Luca's solution](#)

353.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Luca's solution](#)

354.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · last AC: 2021-04-23 · GNU C11 (first AC) · Tags: dp, graphs, shortest paths

[Luca's solution](#)

355.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, math

[Luca's solution](#)

356.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Luca's solution](#)

357.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Luca's solution](#)

358.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Luca's solution](#)

359.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Luca's solution](#)

360.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Luca's solution](#)

361.

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[Luca's solution](#)

362.

1443D

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

Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Luca's solution](#)

363.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Luca's solution](#)

364.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Luca's solution](#)

365.

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

[Luca's solution](#)

366.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[Luca's solution](#)

367.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · last AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Luca's solution](#)

368.

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

[Luca's solution](#)

369.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Luca's solution](#)

370.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[Luca's solution](#)

371.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Luca's solution](#)

372.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[Luca's solution](#)

373.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Luca's solution](#)

374.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Luca's solution](#)

375.

1330C

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

Rating: 1800 · first AC: 2020-05-02 · last AC: 2020-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Luca's solution](#)

376.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Luca's solution](#)

377.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Luca's solution](#)

378.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Luca's solution](#)

379.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Luca's solution](#)

380.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Luca's solution](#)

381.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Luca's solution](#)

382.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Luca's solution](#)

383.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Luca's solution](#)

384.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Luca's solution](#)

385.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,877 global accepts · Rating: 1900 · first AC: 2020-05-05 · last AC: 2022-04-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Luca's solution](#)

386.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Luca's solution](#)

387.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Luca's solution](#)

388.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

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

[Luca's solution](#)

389.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Luca's solution](#)

390.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Luca's solution](#)

391.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Luca's solution](#)

392.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-26 · last AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[Luca's solution](#)

393.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Luca's solution](#)

394.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Luca's solution](#)

395.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Luca's solution](#)

396.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Luca's solution](#)

397.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Luca's solution](#)

398.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Luca's solution](#)

399.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2020-08-13 · last AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Luca's solution](#)

400.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Luca's solution](#)

401.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · last AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Luca's solution](#)

402.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Luca's solution](#)

403.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Luca's solution](#)

404.

1375D

[Replace by MEX](#) · [Tutorial](#)

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

[Luca's solution](#)

405.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Luca's solution](#)

406.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Luca's solution](#)

407.

1362E

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

Rating: 1900 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[Luca's solution](#)

408.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · last AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Luca's solution](#)

409.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[Luca's solution](#)

410.

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · last AC: 2020-05-14 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Luca's solution](#)

411.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Luca's solution](#)

412.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-27 · last AC: 2020-04-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Luca's solution](#)

413.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: data structures, trees

[Luca's solution](#)

414.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[Luca's solution](#)

415.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Luca's solution](#)

416.

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Luca's solution](#)

417.

1841D

[Pairs of Segments · Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Luca's solution](#)

418.

1830B

[The BOSS Can Count Pairs · Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Luca's solution](#)

419.

1827B1

[Range Sorting \(Easy Version\) · Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Luca's solution](#)

420.

1815B

[Sum Graph · Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Luca's solution](#)

421.

1764D

[Doremy's Pegging Game · Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Luca's solution](#)

422.

1719E

[Fibonacci Strings · Tutorial](#)

Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, number theory

[Luca's solution](#)

423.

954G

[Castle Defense · Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Luca's solution](#)

424.

954E

[Water Taps · Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Luca's solution](#)

425.

1672F1

[Array Shuffling · Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Luca's solution](#)

426.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Luca's solution](#)

427.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
[Luca's solution](#)

428.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[Luca's solution](#)

429.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[Luca's solution](#)

430.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Luca's solution](#)

431.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[Luca's solution](#)

432.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[Luca's solution](#)

433.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[Luca's solution](#)

434.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[Luca's solution](#)

435.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-23 · last AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Luca's solution](#)

436.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Luca's solution](#)

437.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

[Luca's solution](#)

438.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Luca's solution](#)

439.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Luca's solution](#)

440.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Luca's solution](#)

441.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2020-09-25 · last AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Luca's solution](#)

442.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-07-22 · last AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Luca's solution](#)

443.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Luca's solution](#)

444.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-08-04 · last AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Luca's solution](#)

445.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar,

graphs, greedy, implementation, trees

[Luca's solution](#)

446.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Luca's solution](#)

447.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Luca's solution](#)

448.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[Luca's solution](#)

449.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2020-06-30 · last AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Luca's solution](#)

450.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Luca's solution](#)

451.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Luca's solution](#)

452.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Luca's solution](#)

453.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Luca's solution](#)

454.

1363E

[Tree Shuffling](#) · [Tutorial](#)

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

[Luca's solution](#)

455.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Luca's solution](#)

456.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-06-01 · last AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Luca's solution](#)

457.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2020-05-19 · last AC: 2020-05-19 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Luca's solution](#)

458.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Luca's solution](#)

459.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Luca's solution](#)

460.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Luca's solution](#)

461.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Luca's solution](#)

462.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Luca's solution](#)

463.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Luca's solution](#)

464.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Luca's solution](#)

465.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices, sortings

[Luca's solution](#)

466.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Luca's solution](#)

467.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Luca's solution](#)

468.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Luca's solution](#)

469.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Luca's solution](#)

470.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Luca's solution](#)

471.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Luca's solution](#)

472.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Luca's solution](#)

473.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Luca's solution](#)

474.

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

[Luca's solution](#)

475.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[Luca's solution](#)

476.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Luca's solution](#)

477.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Luca's solution](#)

478.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Luca's solution](#)

479.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Luca's solution](#)

480.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Luca's solution](#)

481.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Luca's solution](#)

482.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Luca's solution](#)

483.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Luca's solution](#)

484.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[Luca's solution](#)

485.

951C

[Down or Right](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Luca's solution](#)

486.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Luca's solution](#)

487.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2020-10-06 · last AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Luca's solution](#)

488.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2020-09-28 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Luca's solution](#)

489.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Luca's solution](#)

490.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Luca's solution](#)

491.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Luca's solution](#)

492.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Luca's solution](#)

493.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Luca's solution](#)

494.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Luca's solution](#)

495.

1392E

[Omkar and Duck](#) · [Tutorial](#)

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

[Luca's solution](#)

496.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[Luca's solution](#)

497.

1393D

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Luca's solution](#)

498.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[Luca's solution](#)

499.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Luca's solution](#)

500.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Luca's solution](#)

501.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Luca's solution](#)

502.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Luca's solution](#)

503.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Luca's solution](#)

504.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Luca's solution](#)

505.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Luca's solution](#)

506.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-17 · last AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Luca's solution](#)

507.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Luca's solution](#)

508.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Luca's solution](#)

509.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,593 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Luca's solution](#)

510.

1363D

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

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Luca's solution](#)

511.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[Luca's solution](#)

512.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Luca's solution](#)

513.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Luca's solution](#)

514.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Luca's solution](#)

515.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, implementation

[Luca's solution](#)

516.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Luca's solution](#)

517.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2023-06-27 · last AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Luca's solution](#)

518.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Luca's solution](#)

519.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Luca's solution](#)

520.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Luca's solution](#)

521.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[Luca's solution](#)

522.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Luca's solution](#)

523.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Luca's solution](#)

524.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Luca's solution](#)

525.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Luca's solution](#)

526.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Luca's solution](#)

527.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Luca's solution](#)

528.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Luca's solution](#)

529.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Luca's solution](#)

530.

1504E

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

Rating: 2200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Luca's solution](#)

531.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Luca's solution](#)

532.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[Luca's solution](#)

533.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Luca's solution](#)

534.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Luca's solution](#)

535.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Luca's solution](#)

536.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Luca's solution](#)

537.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[Luca's solution](#)

538.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
[Luca's solution](#)

539.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math
[Luca's solution](#)

540.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[Luca's solution](#)

541.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
[Luca's solution](#)

542.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[Luca's solution](#)

543.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Luca's solution](#)

544.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Luca's solution](#)

545.

560E

[Gerald and Giant Chess](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[Luca's solution](#)

546.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[Luca's solution](#)

547.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Luca's solution](#)

548.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Luca's solution](#)

549.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2020-06-12 · last AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Luca's solution](#)

550.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: brute force, dp

[Luca's solution](#)

551.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Luca's solution](#)

552.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Luca's solution](#)

553.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-08-24 · GNU C11 (first AC) · Tags: combinatorics, dp, math

[Luca's solution](#)

554.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Luca's solution](#)

555.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-09-20 · GNU C11 (first AC) · Tags: combinatorics, fft, math

[Luca's solution](#)

556.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Luca's solution](#)

557.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Luca's solution](#)

558.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Luca's solution](#)

559.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Luca's solution](#)

560.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Luca's solution](#)

561.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Luca's solution](#)

562.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Luca's solution](#)

563.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Luca's solution](#)

564.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Luca's solution](#)

565.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Luca's solution](#)

566.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Luca's solution](#)

567.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Luca's solution](#)

568.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Luca's solution](#)

569.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-23 · last AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Luca's solution](#)

570.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Luca's solution](#)

571.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Luca's solution](#)

572.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Luca's solution](#)

573.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Luca's solution](#)

574.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Luca's solution](#)

575.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2020-11-07 · last AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

dp, greedy

[Luca's solution](#)

576.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Luca's solution](#)

577.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-10-22 · last AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[Luca's solution](#)

578.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Luca's solution](#)

579.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Luca's solution](#)

580.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2020-10-16 · last AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Luca's solution](#)

581.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[Luca's solution](#)

582.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Luca's solution](#)

583.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Luca's solution](#)

584.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Luca's solution](#)

585.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar,

graphs, trees

[Luca's solution](#)

586.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Luca's solution](#)

587.

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Luca's solution](#)

588.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Luca's solution](#)

589.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Luca's solution](#)

590.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Luca's solution](#)

591.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Luca's solution](#)

592.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Luca's solution](#)

593.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Luca's solution](#)

594.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2020-07-02 · last AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Luca's solution](#)

595.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs, greedy, sortings, trees

[Luca's solution](#)

596.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Luca's solution](#)

597.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Luca's solution](#)

598.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Luca's solution](#)

599.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Luca's solution](#)

600.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Luca's solution](#)

601.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Luca's solution](#)

602.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Luca's solution](#)

603.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Luca's solution](#)

604.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Luca's solution](#)

605.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[Luca's solution](#)

606.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Luca's solution](#)

607.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[Luca's solution](#)

608.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Luca's solution](#)

609.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Luca's solution](#)

610.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Luca's solution](#)

611.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-11-19 · last AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Luca's solution](#)

612.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Luca's solution](#)

613.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-02-13 · last AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Luca's solution](#)

614.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[Luca's solution](#)

615.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Luca's solution](#)

616.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Luca's solution](#)

617.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[Luca's solution](#)

618.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Luca's solution](#)

619.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Luca's solution](#)

620.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Luca's solution](#)

621.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Luca's solution](#)

622.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Luca's solution](#)

623.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Luca's solution](#)

624.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-23 · last AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Luca's solution](#)

625.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-11-12 · last AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Luca's solution](#)

626.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2020-11-12 · last AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Luca's solution](#)

627.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Luca's solution](#)

628.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Luca's solution](#)

629.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Luca's solution](#)

630.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Luca's solution](#)

631.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Luca's solution](#)

632.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[Luca's solution](#)

633.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Luca's solution](#)

634.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-09-24 · last AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Luca's solution](#)

635.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[Luca's solution](#)

636.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Luca's solution](#)

637.

1392F

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

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

[Luca's solution](#)

638.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Luca's solution](#)

639.

1166F

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

Quality: 812 global accepts · Rating: 2400 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[Luca's solution](#)

640.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Luca's solution](#)

641.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Luca's solution](#)

642.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Luca's solution](#)

643.

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[Luca's solution](#)

644.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Luca's solution](#)

645.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Luca's solution](#)

646.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Luca's solution](#)

647.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Luca's solution](#)

648.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Luca's solution](#)

649.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Luca's solution](#)

650.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Luca's solution](#)

651.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Luca's solution](#)

652.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Luca's solution](#)

653.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[Luca's solution](#)

654.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[Luca's solution](#)

655.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive
[Luca's solution](#)

656.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[Luca's solution](#)

657.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Luca's solution](#)

658.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[Luca's solution](#)

659.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[Luca's solution](#)

660.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[Luca's solution](#)

661.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[Luca's solution](#)

662.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy
[Luca's solution](#)

663.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[Luca's solution](#)

664.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[Luca's solution](#)

665.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Luca's solution](#)

666.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Luca's solution](#)

667.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Luca's solution](#)

668.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[Luca's solution](#)

669.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Luca's solution](#)

670.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Luca's solution](#)

671.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Luca's solution](#)

672.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Luca's solution](#)

673.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Luca's solution](#)

674.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Luca's solution](#)

675.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Luca's solution](#)

676.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Luca's solution](#)

677.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Luca's solution](#)

678.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 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

[Luca's solution](#)

679.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Luca's solution](#)

680.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[Luca's solution](#)

681.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Luca's solution](#)

682.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2020-06-21 · last AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Luca's solution](#)

683.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Luca's solution](#)

684.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Luca's solution](#)

685.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Luca's solution](#)

686.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Luca's solution](#)

687.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Luca's solution](#)

688.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Luca's solution](#)

689.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Luca's solution](#)

690.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: fft

[Luca's solution](#)

691.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Luca's solution](#)

692.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Luca's solution](#)

693.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Luca's solution](#)

694.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Luca's solution](#)

695.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Luca's solution](#)

696.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Luca's solution](#)

697.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Luca's solution](#)

698.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-03-09 · last AC: 2021-03-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Luca's solution](#)

699.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Luca's solution](#)

700.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Luca's solution](#)

701.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Luca's solution](#)

702.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Luca's solution](#)

703.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Luca's solution](#)

704.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Luca's solution](#)

705.

1446D1

[Frequency Problem \(Easy Version\) · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Luca's solution](#)

706.

1437F

[Emotional Fishermen · Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Luca's solution](#)

707.

196E

[Opening Portals · Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[Luca's solution](#)

708.

622F

[The Sum of the k-th Powers · Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Luca's solution](#)

709.

1406E

[Deleting Numbers · Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Luca's solution](#)

710.

1400G

[Mercenaries · Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Luca's solution](#)

711.

763C

[Timofey and remodeling · Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2020-08-20 · last AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Luca's solution](#)

712.

1391E

[Pairs of Pairs · Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Luca's solution](#)

713.

1380G

[Circular Dungeon · Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[Luca's solution](#)

714.

1380F

[Strange Addition · Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-14 · last AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Luca's solution](#)

715.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-07-06 · last AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Luca's solution](#)

716.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · last AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Luca's solution](#)

717.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-04-17 · last AC: 2020-04-17 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Luca's solution](#)

718.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Luca's solution](#)

719.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Luca's solution](#)

720.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Luca's solution](#)

721.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Luca's solution](#)

722.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees

[Luca's solution](#)

723.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Luca's solution](#)

724.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings, two pointers

[Luca's solution](#)

725.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Luca's solution](#)

726.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Luca's solution](#)

727.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · last AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Luca's solution](#)

728.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Luca's solution](#)

729.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[Luca's solution](#)

730.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Luca's solution](#)

731.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-11-27 · last AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Luca's solution](#)

732.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Luca's solution](#)

733.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Luca's solution](#)

734.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Luca's solution](#)

735.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Luca's solution](#)

736.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Luca's solution](#)

737.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Luca's solution](#)

738.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[Luca's solution](#)

739.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[Luca's solution](#)

740.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Luca's solution](#)

741.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Luca's solution](#)

742.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Luca's solution](#)

743.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Luca's solution](#)

744.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Luca's solution](#)

745.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Luca's solution](#)

746.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Luca's solution](#)

747.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Luca's solution](#)

748.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Luca's solution](#)

749.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, two pointers

[Luca's solution](#)

750.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Luca's solution](#)

751.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Luca's solution](#)

752.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Luca's solution](#)

753.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Luca's solution](#)

754.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Luca's solution](#)

755.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Luca's solution](#)

756.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Luca's solution](#)

757.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Luca's solution](#)

758.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Luca's solution](#)

759.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees

[Luca's solution](#)

760.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Luca's solution](#)

761.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Luca's solution](#)

762.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Luca's solution](#)

763.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-01-09 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Luca's solution](#)

764.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[Luca's solution](#)

765.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Luca's solution](#)

766.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Luca's solution](#)

767.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Luca's solution](#)

768.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2023-10-21 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Luca's solution](#)

769.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy

[Luca's solution](#)

770.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Luca's solution](#)

771.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Luca's solution](#)

772.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-18 · last AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[Luca's solution](#)

773.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Luca's solution](#)

774.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Luca's solution](#)

775.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Luca's solution](#)

776.

105930H

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Luca's solution](#)

777.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Luca's solution](#)

778.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Luca's solution](#)

779.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Luca's solution](#)

780.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: —

[Luca's solution](#)

781.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

782.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Luca's solution](#)

783.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Luca's solution](#)

784.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

785.

106178B

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

Rating: — · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

786.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

787.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

788.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Luca's solution](#)

789.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

790.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

791.

104633E

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

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

792.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

793.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

794.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

795.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

796.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

797.

102391K

[Wind of Change](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · last AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

798.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

799.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

800.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

801.

104172D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

802.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

803.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

804.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

805.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

806.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

807.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

808.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

809.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

810.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

811.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

812.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

813.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

814.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

815.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

816.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

817.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

818.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

819.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

820.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

821.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

822.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

823.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

824.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

825.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

826.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

827.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

828.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

829.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

830.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

831.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

832.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

833.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

834.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

835.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

836.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

837.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

838.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

839.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

840.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-03 · GNU C11 (first AC) · Tags: *special, expression parsing, strings

[Luca's solution](#)

841.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-03 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Luca's solution](#)

842.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

843.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

844.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

845.

104172L

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

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

846.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

847.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

848.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

849.

103960D

[Displacing Particles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

850.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

851.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

852.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

853.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

854.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

855.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

856.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

857.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

858.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

859.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

860.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

861.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

862.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

863.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

864.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

865.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

866.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

867.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

868.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

869.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

870.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

871.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

872.

101858J

[Jaeger Training](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

873.

101858D

[Doll Collector](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

874.

101858A

[Alluka's Curse](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

875.

101858B

[Battle Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

876.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

877.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · last AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Luca's solution](#)

878.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

879.

103640D

[Daily Turnovers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

880.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

881.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

882.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

883.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

884.

103443D

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

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

885.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

886.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

887.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

888.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

889.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

890.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

891.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · Python 3 (first AC) · Tags: —
[Luca's solution](#)

892.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

893.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

894.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

895.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Luca's solution](#)

896.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

897.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · last AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

898.

103485O

[The perfect base](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

899.

103485B

[Carlitos and the end of the world!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

900.

103485J

[Feedback Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

901.

103485A

[Trying to Impress Cleopatra](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

902.

103485N

[Game Show](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

903.

103485G

[The Diversity of the Library of Alexandria](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

904.

103485D

[Circular Pharaoh](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

905.

103485K

[Tributes to the Pharaohs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

906.

103485C

[Construction of precious stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

907.

103485F

[Ramesses, Ra, and Roots](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

908.

103485H

[On the Way to Shopping - Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

909.

103485I

[On The Way To Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

910.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

911.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

912.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

913.

103185F

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

Rating: — · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

914.

103185B

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

Rating: — · first AC: 2021-07-12 · last AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

915.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

916.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

917.

102155I

[\$\\$leq\\$\$ or \$\\$geq\\$\$](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

918.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · last AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

919.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

920.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

921.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

922.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

923.

102759A

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

Rating: — · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

924.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

925.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

926.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

927.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Luca's solution](#)

928.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

929.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

930.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

931.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

932.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

933.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

934.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

935.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

936.

102968A

[Perfect Alliance](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

937.

102968I

[Orchards](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

938.

102968C

[Ohara's Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

939.

102302I

[Useless Pokemino](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

940.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

941.

102058I

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

942.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

943.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

944.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · last AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Luca's solution](#)

945.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

946.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

947.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

948.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Luca's solution](#)

949.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

950.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

951.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

952.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

953.

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

954.

102058A

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

955.

102058H

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

956.

102058J

[Rising Sun](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

957.

102058K

[Voronoi Diagram Returns](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

958.

102058M

[Coke Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

959.

102058L

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

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

960.

102058E

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

961.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

962.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

963.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

964.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

965.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

966.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

967.

100783F

[City Park](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

968.

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

969.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

970.

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

971.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · last AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Luca's solution](#)

972.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

973.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

974.

101375I

[MaratonIME divides fairly](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

975.

101375E

[MaratonIME does \(not do\) PAs](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

976.

101375F

[MaratonIME educates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

977.

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

978.

101375D

[MaratonIME in the golden moment](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

979.

101375C

[MaratonIME eats japanese food](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

980.

101375A

[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

981.

101375B

[MaratonIME challenges USPGameDev](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

982.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · last AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

983.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · last AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

984.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · last AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

985.

102279B

[Beggin' For A Node](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · last AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Luca's solution](#)

986.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: —

[Luca's solution](#)

987.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: —

[Luca's solution](#)

988.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: —

[Luca's solution](#)

989.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: —

[Luca's solution](#)

990.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: —

[Luca's solution](#)

991.

102277H

[First Last Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · last AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Luca's solution](#)

992.

102277G

[World Cup Fever](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Luca's solution](#)

993.

102277C

[Historical TV Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Luca's solution](#)

994.

102277F

[Rounding Many Ways](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: —

[Luca's solution](#)

995.

102277E

[SGA President](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Luca's solution](#)

996.

102277D

[Circle Meets Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Luca's solution](#)

997.

102277B

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

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Luca's solution](#)

998.

102277A

[Window on the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: —

[Luca's solution](#)