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Unique solved — MDario

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Count: 1,009

1.

2208A

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2.

2209A

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3.

2040A

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4.

1994A

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5.

1982A

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6.

1989A

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7.

1929B

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8.

1929A

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9.

1870A

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10.

1862B

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11.

1862A

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12.

1849A

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13.

1856A

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14.

1796A

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15.

1799A

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16.

427A

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17.

510A

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18.

228A

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19.

1789B

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20.

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21.

1795A

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22.

1781A

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23.

1780A

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24.

1775A1

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25.

1758A

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26.

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27.

1743B

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28.

1743A

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29.

1704A

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30.

1709A

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31.

1706A

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32.

1705A

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33.

1665A

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34.

1638A

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35.

1699A

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36.

1698B

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38.

1696A

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39.

1678B1

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40.

1678A

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41.

1684B

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42.

1684A

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43.

1673A

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44.

1672B

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46.

1671A

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47.

1661A

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48.

1561A

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49.

1393A

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50.

1658B

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51.

1658A

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52.

1481A

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53.

1656A

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54.

1651B

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55.

1651A

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56.

1646B

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1642A

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59.

1644B

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1644A

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1635B

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63.

1637A

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64.

1634A

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65.

1616A

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66.

1625A

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67.

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69.

1622A

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71.

1614A

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72.

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73.

1573A

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1566B

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75.

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77.

1553A

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78.

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1534A

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82.

1536A

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83.

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84.

1527A

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85.

1523A

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86.

1526A

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87.

1307A

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88.

1515A

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90.

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1517A

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92.

1516A

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93.

1514A

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94.

1511A

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95.

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96.

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97.

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98.

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103.

1487A

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104.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy

[MDario's solution](#)

105.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,429 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[MDario's solution](#)

106.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[MDario's solution](#)

107.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[MDario's solution](#)

108.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · last AC: 2020-12-21 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

109.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[MDario's solution](#)

110.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

111.

1453A

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

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

112.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[MDario's solution](#)

113.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,199 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[MDario's solution](#)

114.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,396 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[MDario's solution](#)

115.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,419 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

116.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,211 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

117.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,093 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

118.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,146 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

119.

1030A

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

Quality: 171,456 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

120.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,330 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

121.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,601 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

122.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

123.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,471 global accepts · Rating: 800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[MDario's solution](#)

124.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: greedy

[MDario's solution](#)

125.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

126.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, math

[MDario's solution](#)

127.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: math, number theory

[MDario's solution](#)

128.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,529 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

129.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,938 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

130.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,736 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force

[MDario's solution](#)

131.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,533 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

132.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,445 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

133.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,498 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

134.

59A

[Word](#) · [Tutorial](#)

Quality: 227,925 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

135.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,080 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[MDario's solution](#)

136.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,127 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

137.

977A

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

Quality: 217,490 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

138.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,551 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

139.

791A

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

Quality: 257,214 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

140.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,202 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[MDario's solution](#)

141.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,029 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[MDario's solution](#)

142.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,559 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

143.

281A

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

Quality: 270,985 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

144.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,350 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[MDario's solution](#)

145.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,998 global accepts · Rating: 800 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

146.

112A

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

Quality: 287,249 global accepts · Rating: 800 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

147.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,283 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

148.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,718 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

149.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,470 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: *special, implementation

[MDario's solution](#)

150.

231A

[Team](#) · [Tutorial](#)

Quality: 430,259 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: brute force, greedy

[MDario's solution](#)

151.

71A

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

Quality: 503,253 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: strings

[MDario's solution](#)

152.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,851 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: brute force, math

[MDario's solution](#)

153.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

154.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

155.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

156.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: geometry, math

[MDario's solution](#)

157.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[MDario's solution](#)

158.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[MDario's solution](#)

159.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

160.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[MDario's solution](#)

161.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

162.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

163.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[MDario's solution](#)

164.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: geometry, math

[MDario's solution](#)

165.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,877 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MDario's solution](#)

166.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

167.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: geometry, math

[MDario's solution](#)

168.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,473 global accepts · Rating: 800 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[MDario's solution](#)

169.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[MDario's solution](#)

170.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

171.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

172.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

173.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

174.

1337A

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

Quality: 42,911 global accepts · Rating: 800 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

175.

1335A

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

Quality: 104,798 global accepts · Rating: 800 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

176.

1328A

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

Quality: 131,908 global accepts · Rating: 800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

177.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

178.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

179.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,433 global accepts · Rating: 800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

180.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[MDario's solution](#)

181.

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

182.

1283A

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

Quality: 61,298 global accepts · Rating: 800 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

183.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

184.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: strings

[MDario's solution](#)

185.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MDario's solution](#)

186.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,381 global accepts · Rating: 900 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MDario's solution](#)

187.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MDario's solution](#)

188.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[MDario's solution](#)

189.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,380 global accepts · Rating: 900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[MDario's solution](#)

190.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MDario's solution](#)

191.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,103 global accepts · Rating: 900 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[MDario's solution](#)

192.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[MDario's solution](#)

193.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MDario's solution](#)

194.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MDario's solution](#)

195.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,363 global accepts · Rating: 900 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MDario's solution](#)

196.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[MDario's solution](#)

197.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MDario's solution](#)

198.

1665B

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

Quality: 32,896 global accepts · Rating: 900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[MDario's solution](#)

199.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[MDario's solution](#)

200.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,324 global accepts · Rating: 900 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MDario's solution](#)

201.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[MDario's solution](#)

202.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[MDario's solution](#)

203.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MDario's solution](#)

204.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[MDario's solution](#)

205.

1591B

[Array Eversion](#) · [Tutorial](#)

Quality: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MDario's solution](#)

206.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MDario's solution](#)

207.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[MDario's solution](#)

208.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,950 global accepts · Rating: 900 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[MDario's solution](#)

209.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MDario's solution](#)

210.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,201 global accepts · Rating: 900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[MDario's solution](#)

211.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[MDario's solution](#)

212.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,074 global accepts · Rating: 900 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, data structures

[MDario's solution](#)

213.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[MDario's solution](#)

214.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MDario's solution](#)

215.

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[MDario's solution](#)

216.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,330 global accepts · Rating: 900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

217.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[MDario's solution](#)

218.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

219.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,984 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MDario's solution](#)

220.

1401A

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

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

221.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[MDario's solution](#)

222.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,677 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games

[MDario's solution](#)

223.

1354A

[Alarm Clock](#) · [Tutorial](#)

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

[MDario's solution](#)

224.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

225.

1337B

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

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MDario's solution](#)

226.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[MDario's solution](#)

227.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

228.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

229.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

230.

1283B

[Candies Division](#) · [Tutorial](#)

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

[MDario's solution](#)

231.

1282A

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

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

[MDario's solution](#)

232.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: brute force, greedy, math, sortings

[MDario's solution](#)

233.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

234.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

235.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,694 global accepts · Rating: 900 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

236.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[MDario's solution](#)

237.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-08-07 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[MDario's solution](#)

238.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[MDario's solution](#)

239.

1781B

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

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[MDario's solution](#)

240.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,918 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[MDario's solution](#)

241.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[MDario's solution](#)

242.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[MDario's solution](#)

243.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[MDario's solution](#)

244.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[MDario's solution](#)

245.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[MDario's solution](#)

246.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1000 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[MDario's solution](#)

247.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[MDario's solution](#)

248.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[MDario's solution](#)

249.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MDario's solution](#)

250.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

251.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[MDario's solution](#)

252.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[MDario's solution](#)

253.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[MDario's solution](#)

254.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[MDario's solution](#)

255.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

256.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers

[MDario's solution](#)

257.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[MDario's solution](#)

258.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[MDario's solution](#)

259.

1474B

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

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[MDario's solution](#)

260.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[MDario's solution](#)

261.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[MDario's solution](#)

262.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[MDario's solution](#)

263.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[MDario's solution](#)

264.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1000 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

265.

1450B

[Balls of Steel](#) · [Tutorial](#)

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

[MDario's solution](#)

266.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,849 global accepts · Rating: 1000 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

267.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: brute force, math

[MDario's solution](#)

268.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MDario's solution](#)

269.

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: brute force, strings

[MDario's solution](#)

270.

1359B

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

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

[MDario's solution](#)

271.

1359A

[Berland Poker](#) · [Tutorial](#)

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

[MDario's solution](#)

272.

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

[MDario's solution](#)

273.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[MDario's solution](#)

274.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[MDario's solution](#)

275.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

276.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[MDario's solution](#)

277.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[MDario's solution](#)

278.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

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

[MDario's solution](#)

279.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

280.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: —

[MDario's solution](#)

281.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,928 global accepts · Rating: 1000 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: bitmasks

[MDario's solution](#)

282.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dsu, math

[MDario's solution](#)

283.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math

[MDario's solution](#)

284.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[MDario's solution](#)

285.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1100 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[MDario's solution](#)

286.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MDario's solution](#)

287.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[MDario's solution](#)

288.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[MDario's solution](#)

289.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[MDario's solution](#)

290.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[MDario's solution](#)

291.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[MDario's solution](#)

292.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[MDario's solution](#)

293.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[MDario's solution](#)

294.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[MDario's solution](#)

295.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[MDario's solution](#)

296.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[MDario's solution](#)

297.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MDario's solution](#)

298.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[MDario's solution](#)

299.

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[MDario's solution](#)

300.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[MDario's solution](#)

301.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[MDario's solution](#)

302.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[MDario's solution](#)

303.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[MDario's solution](#)

304.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MDario's solution](#)

305.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[MDario's solution](#)

306.

1511C

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

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[MDario's solution](#)

307.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[MDario's solution](#)

308.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,407 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[MDario's solution](#)

309.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[MDario's solution](#)

310.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, math

[MDario's solution](#)

311.

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[MDario's solution](#)

312.

1457B

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

Quality: 1100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, greedy

[MDario's solution](#)

313.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[MDario's solution](#)

314.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[MDario's solution](#)

315.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

316.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[MDario's solution](#)

317.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MDario's solution](#)

318.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

319.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[MDario's solution](#)

320.

1366A

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

Quality: 32,998 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[MDario's solution](#)

321.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[MDario's solution](#)

322.

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
[MDario's solution](#)

323.

1335C

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

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[MDario's solution](#)

324.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[MDario's solution](#)

325.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[MDario's solution](#)

326.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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327.

1293A

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

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

[MDario's solution](#)

328.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[MDario's solution](#)

329.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[MDario's solution](#)

330.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[MDario's solution](#)

331.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[MDario's solution](#)

332.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,316 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[MDario's solution](#)

333.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[MDario's solution](#)

334.

1933D

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Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[MDario's solution](#)

335.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[MDario's solution](#)

336.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[MDario's solution](#)

337.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[MDario's solution](#)

338.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[MDario's solution](#)

339.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[MDario's solution](#)

340.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[MDario's solution](#)

341.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[MDario's solution](#)

342.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[MDario's solution](#)

343.

1642C

[Great Sequence](#) · [Tutorial](#)

Quality: 1200 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MDario's solution](#)

344.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MDario's solution](#)

345.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[MDario's solution](#)

346.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[MDario's solution](#)

347.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[MDario's solution](#)

348.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[MDario's solution](#)

349.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,463 global accepts · Rating: 1200 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[MDario's solution](#)

350.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MDario's solution](#)

351.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[MDario's solution](#)

352.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[MDario's solution](#)

353.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[MDario's solution](#)

354.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[MDario's solution](#)

355.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

356.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,355 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MDario's solution](#)

357.

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

[MDario's solution](#)

358.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[MDario's solution](#)

359.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[MDario's solution](#)

360.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[MDario's solution](#)

361.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

362.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: graphs, implementation

[MDario's solution](#)

363.

1406B

[Maximum Product](#) · [Tutorial](#)

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

[MDario's solution](#)

364.

1392C

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

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

[MDario's solution](#)

365.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[MDario's solution](#)

366.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

367.

1369B

[AccurateLee](#) · [Tutorial](#)

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

[MDario's solution](#)

368.

1364A

[XXXXX](#) · [Tutorial](#)

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

[MDario's solution](#)

369.

1363A

[Odd Selection](#) · [Tutorial](#)

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

[MDario's solution](#)

370.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[MDario's solution](#)

371.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[MDario's solution](#)

372.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

373.

1294B

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

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

[MDario's solution](#)

374.

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[MDario's solution](#)

375.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MDario's solution](#)

376.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

377.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[MDario's solution](#)

378.

1076B

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Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[MDario's solution](#)

379.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: greedy, strings

[MDario's solution](#)

380.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,095 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[MDario's solution](#)

381.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MDario's solution](#)

382.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[MDario's solution](#)

383.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[MDario's solution](#)

384.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[MDario's solution](#)

385.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[MDario's solution](#)

386.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[MDario's solution](#)

387.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MDario's solution](#)

388.

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

[MDario's solution](#)

389.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[MDario's solution](#)

390.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[MDario's solution](#)

391.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[MDario's solution](#)

392.

1561B

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

Rating: 1300 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MDario's solution](#)

393.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[MDario's solution](#)

394.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[MDario's solution](#)

395.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MDario's solution](#)

396.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[MDario's solution](#)

397.

1591C

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

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

[MDario's solution](#)

398.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[MDario's solution](#)

399.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[MDario's solution](#)

400.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[MDario's solution](#)

401.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[MDario's solution](#)

402.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[MDario's solution](#)

403.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[MDario's solution](#)

404.

1476B

[Inflation](#) · [Tutorial](#)

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

[MDario's solution](#)

405.

1471C

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

Rating: 1300 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[MDario's solution](#)

406.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[MDario's solution](#)

407.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, sortings

[MDario's solution](#)

408.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MDario's solution](#)

409.

1422B

[Nice Matrix](#) · [Tutorial](#)

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

[MDario's solution](#)

410.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[MDario's solution](#)

411.

1407B

[Big Vova](#) · [Tutorial](#)

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

[MDario's solution](#)

412.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[MDario's solution](#)

413.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[MDario's solution](#)

414.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[MDario's solution](#)

415.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MDario's solution](#)

416.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

417.

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

[MDario's solution](#)

418.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[MDario's solution](#)

419.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,844 global accepts · Rating: 1300 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MDario's solution](#)

420.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-05-23 · GNU C++11 (first AC) · Tags: binary search, math

[MDario's solution](#)

421.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MDario's solution](#)

422.

1328B

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

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[MDario's solution](#)

423.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[MDario's solution](#)

424.

1294C

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

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[MDario's solution](#)

425.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[MDario's solution](#)

426.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[MDario's solution](#)

427.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[MDario's solution](#)

428.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1400 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[MDario's solution](#)

429.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[MDario's solution](#)

430.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MDario's solution](#)

431.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MDario's solution](#)

432.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

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433.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[MDario's solution](#)

434.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[MDario's solution](#)

435.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[MDario's solution](#)

436.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[MDario's solution](#)

437.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MDario's solution](#)

438.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MDario's solution](#)

439.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[MDario's solution](#)

440.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[MDario's solution](#)

441.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[MDario's solution](#)

442.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[MDario's solution](#)

443.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[MDario's solution](#)

444.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[MDario's solution](#)

445.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, math, number theory

[MDario's solution](#)

446.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[MDario's solution](#)

447.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,465 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[MDario's solution](#)

448.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[MDario's solution](#)

449.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[MDario's solution](#)

450.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[MDario's solution](#)

451.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: greedy, strings

[MDario's solution](#)

452.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[MDario's solution](#)

453.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[MDario's solution](#)

454.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: greedy

[MDario's solution](#)

455.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MDario's solution](#)

456.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[MDario's solution](#)

457.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MDario's solution](#)

458.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[MDario's solution](#)

459.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[MDario's solution](#)

460.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, implementation

[MDario's solution](#)

461.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[MDario's solution](#)

462.

1369C

[RationalLee](#) · [Tutorial](#)

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

[MDario's solution](#)

463.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory

[MDario's solution](#)

464.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MDario's solution](#)

465.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

466.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,459 global accepts · Rating: 1400 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[MDario's solution](#)

467.

1348B

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

Quality: 27,489 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[MDario's solution](#)

468.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: dp

[MDario's solution](#)

469.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

470.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[MDario's solution](#)

471.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

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

[MDario's solution](#)

472.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[MDario's solution](#)

473.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: greedy

[MDario's solution](#)

474.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[MDario's solution](#)

475.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[MDario's solution](#)

476.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[MDario's solution](#)

477.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MDario's solution](#)

478.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[MDario's solution](#)

479.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[MDario's solution](#)

480.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[MDario's solution](#)

481.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[MDario's solution](#)

482.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[MDario's solution](#)

483.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[MDario's solution](#)

484.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[MDario's solution](#)

485.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[MDario's solution](#)

486.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[MDario's solution](#)

487.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MDario's solution](#)

488.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: sortings

[MDario's solution](#)

489.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[MDario's solution](#)

490.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[MDario's solution](#)

491.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[MDario's solution](#)

492.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[MDario's solution](#)

493.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[MDario's solution](#)

494.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[MDario's solution](#)

495.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[MDario's solution](#)

496.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[MDario's solution](#)

497.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 1500 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: hashing, implementation

[MDario's solution](#)

498.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[MDario's solution](#)

499.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

500.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: dp, greedy

[MDario's solution](#)

501.

550C

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

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: brute force, dp, math

[MDario's solution](#)

502.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[MDario's solution](#)

503.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[MDario's solution](#)

504.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: dp

[MDario's solution](#)

505.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[MDario's solution](#)

506.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: implementation, math

[MDario's solution](#)

507.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[MDario's solution](#)

508.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[MDario's solution](#)

509.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[MDario's solution](#)

510.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[MDario's solution](#)

511.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[MDario's solution](#)

512.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[MDario's solution](#)

513.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[MDario's solution](#)

514.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

515.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[MDario's solution](#)

516.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[MDario's solution](#)

517.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[MDario's solution](#)

518.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[MDario's solution](#)

519.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[MDario's solution](#)

520.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: implementation, strings

[MDario's solution](#)

521.

1400C

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

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

[MDario's solution](#)

522.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[MDario's solution](#)

523.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[MDario's solution](#)

524.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[MDario's solution](#)

525.

1368C

[Even Picture](#) · [Tutorial](#)

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

[MDario's solution](#)

526.

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[MDario's solution](#)

527.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math

[MDario's solution](#)

528.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[MDario's solution](#)

529.

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[MDario's solution](#)

530.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy,

implementation, strings

[MDario's solution](#)

531.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[MDario's solution](#)

532.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[MDario's solution](#)

533.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: greedy

[MDario's solution](#)

534.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[MDario's solution](#)

535.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[MDario's solution](#)

536.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[MDario's solution](#)

537.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[MDario's solution](#)

538.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[MDario's solution](#)

539.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,796 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, number theory

[MDario's solution](#)

540.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, two pointers

[MDario's solution](#)

541.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[MDario's solution](#)

542.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MDario's solution](#)

543.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MDario's solution](#)

544.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[MDario's solution](#)

545.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[MDario's solution](#)

546.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[MDario's solution](#)

547.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[MDario's solution](#)

548.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MDario's solution](#)

549.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[MDario's solution](#)

550.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[MDario's solution](#)

551.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[MDario's solution](#)

552.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[MDario's solution](#)

553.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[MDario's solution](#)

554.

1698D

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

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[MDario's solution](#)

555.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[MDario's solution](#)

556.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[MDario's solution](#)

557.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[MDario's solution](#)

558.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · last AC: 2022-03-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[MDario's solution](#)

559.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MDario's solution](#)

560.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[MDario's solution](#)

561.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[MDario's solution](#)

562.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[MDario's solution](#)

563.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[MDario's solution](#)

564.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1600 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[MDario's solution](#)

565.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[MDario's solution](#)

566.

1526C2

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

Quality: 29,736 global accepts · Rating: 1600 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[MDario's solution](#)

567.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[MDario's solution](#)

568.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[MDario's solution](#)

569.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[MDario's solution](#)

570.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: greedy, number theory

[MDario's solution](#)

571.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[MDario's solution](#)

572.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: dp, matrices

[MDario's solution](#)

573.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[MDario's solution](#)

574.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,120 global accepts · Rating: 1600 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[MDario's solution](#)

575.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[MDario's solution](#)

576.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

577.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: greedy, two pointers

[MDario's solution](#)

578.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[MDario's solution](#)

579.

1476C

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

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

[MDario's solution](#)

580.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[MDario's solution](#)

581.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[MDario's solution](#)

582.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[MDario's solution](#)

583.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

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

[MDario's solution](#)

584.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[MDario's solution](#)

585.

1395C

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

Quality: 15,210 global accepts · Rating: 1600 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[MDario's solution](#)

586.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math

[MDario's solution](#)

587.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MDario's solution](#)

588.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[MDario's solution](#)

589.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[MDario's solution](#)

590.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[MDario's solution](#)

591.

1364C

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

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

[MDario's solution](#)

592.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: games, trees

[MDario's solution](#)

593.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: math

[MDario's solution](#)

594.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math, number theory

[MDario's solution](#)

595.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

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

[MDario's solution](#)

596.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[MDario's solution](#)

597.

1337C

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

Rating: 1600 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[MDario's solution](#)

598.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[MDario's solution](#)

599.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[MDario's solution](#)

600.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[MDario's solution](#)

601.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[MDario's solution](#)

602.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[MDario's solution](#)

603.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[MDario's solution](#)

604.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[MDario's solution](#)

605.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[MDario's solution](#)

606.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, hashing, number theory

[MDario's solution](#)

607.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[MDario's solution](#)

608.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[MDario's solution](#)

609.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[MDario's solution](#)

610.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[MDario's solution](#)

611.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[MDario's solution](#)

612.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[MDario's solution](#)

613.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[MDario's solution](#)

614.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[MDario's solution](#)

615.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[MDario's solution](#)

616.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MDario's solution](#)

617.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

618.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[MDario's solution](#)

619.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[MDario's solution](#)

620.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[MDario's solution](#)

621.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MDario's solution](#)

622.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
[MDario's solution](#)

623.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[MDario's solution](#)

624.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[MDario's solution](#)

625.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: games, math, number theory
[MDario's solution](#)

626.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,268 global accepts · Rating: 1700 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[MDario's solution](#)

627.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[MDario's solution](#)

628.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[MDario's solution](#)

629.

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[MDario's solution](#)

630.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive
[MDario's solution](#)

631.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[MDario's solution](#)

632.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[MDario's solution](#)

633.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[MDario's solution](#)

634.

1476D

[Journey](#) · [Tutorial](#)

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

[MDario's solution](#)

635.

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[MDario's solution](#)

636.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[MDario's solution](#)

637.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[MDario's solution](#)

638.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[MDario's solution](#)

639.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: greedy, implementation

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640.

1451D

[Circle Game](#) · [Tutorial](#)

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[MDario's solution](#)

641.

1434B

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Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

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642.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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643.

1406C

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

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

[MDario's solution](#)

644.

1400B

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

[MDario's solution](#)

645.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MDario's solution](#)

646.

1392D

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

[MDario's solution](#)

647.

1383A

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Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[MDario's solution](#)

648.

1381A2

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Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[MDario's solution](#)

649.

1368D

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Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[MDario's solution](#)

650.

1365D

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Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[MDario's solution](#)

651.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[MDario's solution](#)

652.

1359C

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Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: binary search, math

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653.

1217C

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Quality: 7,856 global accepts · Rating: 1700 · first AC: 2020-05-23 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

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654.

1333C

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[MDario's solution](#)

655.

1332D

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

[MDario's solution](#)

656.

1325D

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Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[MDario's solution](#)

657.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: bitmasks, dp

[MDario's solution](#)

658.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[MDario's solution](#)

659.

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: greedy

[MDario's solution](#)

660.

2043D

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Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[MDario's solution](#)

661.

1775D

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Quality: 8,473 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[MDario's solution](#)

662.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[MDario's solution](#)

663.

1852A

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Quality: 9,240 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[MDario's solution](#)

664.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[MDario's solution](#)

665.

1862F

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Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[MDario's solution](#)

666.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[MDario's solution](#)

667.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[MDario's solution](#)

668.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[MDario's solution](#)

669.

1758D

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Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[MDario's solution](#)

670.

1705D

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[MDario's solution](#)

671.

1420D

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Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[MDario's solution](#)

672.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[MDario's solution](#)

673.

1635D

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Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[MDario's solution](#)

674.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[MDario's solution](#)

675.

1295D

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Quality: 10,218 global accepts · Rating: 1800 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MDario's solution](#)

676.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

[MDario's solution](#)

677.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[MDario's solution](#)

678.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[MDario's solution](#)

679.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[MDario's solution](#)

680.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[MDario's solution](#)

681.

1290B

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[MDario's solution](#)

682.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[MDario's solution](#)

683.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[MDario's solution](#)

684.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[MDario's solution](#)

685.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[MDario's solution](#)

686.

1477A

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

[MDario's solution](#)

687.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[MDario's solution](#)

688.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: implementation

[MDario's solution](#)

689.

1447D

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

Rating: 1800 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[MDario's solution](#)

690.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[MDario's solution](#)

691.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[MDario's solution](#)

692.

1396B

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Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[MDario's solution](#)

693.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[MDario's solution](#)

694.

1395D

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Rating: 1800 · first AC: 2020-08-25 · last AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings

[MDario's solution](#)

695.

1401D

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

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

[MDario's solution](#)

696.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[MDario's solution](#)

697.

1381B

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Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[MDario's solution](#)

698.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

699.

1355C

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Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[MDario's solution](#)

700.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[MDario's solution](#)

701.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[MDario's solution](#)

702.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: dp, greedy

[MDario's solution](#)

703.

1283D

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Quality: 9,442 global accepts · Rating: 1800 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[MDario's solution](#)

704.

1282C

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Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[MDario's solution](#)

705.

1994D

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

[MDario's solution](#)

706.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[MDario's solution](#)

707.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[MDario's solution](#)

708.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[MDario's solution](#)

709.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MDario's solution](#)

710.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[MDario's solution](#)

711.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[MDario's solution](#)

712.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MDario's solution](#)

713.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[MDario's solution](#)

714.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[MDario's solution](#)

715.

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

[MDario's solution](#)

716.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[MDario's solution](#)

717.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[MDario's solution](#)

718.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MDario's solution](#)

719.

1648C

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

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

[MDario's solution](#)

720.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[MDario's solution](#)

721.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[MDario's solution](#)

722.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[MDario's solution](#)

723.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[MDario's solution](#)

724.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[MDario's solution](#)

725.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[MDario's solution](#)

726.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[MDario's solution](#)

727.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[MDario's solution](#)

728.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy

[MDario's solution](#)

729.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[MDario's solution](#)

730.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MDario's solution](#)

731.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[MDario's solution](#)

732.

1477B

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

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

[MDario's solution](#)

733.

1471D

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

Rating: 1900 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[MDario's solution](#)

734.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[MDario's solution](#)

735.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[MDario's solution](#)

736.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[MDario's solution](#)

737.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MDario's solution](#)

738.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[MDario's solution](#)

739.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[MDario's solution](#)

740.

1313C2

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

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[MDario's solution](#)

741.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[MDario's solution](#)

742.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[MDario's solution](#)

743.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[MDario's solution](#)

744.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[MDario's solution](#)

745.

1361B

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

Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[MDario's solution](#)

746.

1358D

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

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[MDario's solution](#)

747.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MDario's solution](#)

748.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[MDario's solution](#)

749.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

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750.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: dp

[MDario's solution](#)

751.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[MDario's solution](#)

752.

1994E

[Wooden Game](#) · [Tutorial](#)

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

[MDario's solution](#)

753.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[MDario's solution](#)

754.

1796D

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Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[MDario's solution](#)

755.

1665D

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Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[MDario's solution](#)

756.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MDario's solution](#)

757.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[MDario's solution](#)

758.

1561E

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

Rating: 2000 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MDario's solution](#)

759.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · last AC: 2022-03-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[MDario's solution](#)

760.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[MDario's solution](#)

761.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[MDario's solution](#)

762.

1588B

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

Rating: 2000 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[MDario's solution](#)

763.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[MDario's solution](#)

764.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[MDario's solution](#)

765.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: dp, greedy, math

[MDario's solution](#)

766.

1536D

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

Quality: 5,059 global accepts · Rating: 2000 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[MDario's solution](#)

767.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[MDario's solution](#)

768.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[MDario's solution](#)

769.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[MDario's solution](#)

770.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp

[MDario's solution](#)

771.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MDario's solution](#)

772.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MDario's solution](#)

773.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[MDario's solution](#)

774.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[MDario's solution](#)

775.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[MDario's solution](#)

776.

1350D

[Orac and Medians](#) · [Tutorial](#)

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

[MDario's solution](#)

777.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[MDario's solution](#)

778.

1294F

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Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[MDario's solution](#)

779.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: bitmasks, dp

[MDario's solution](#)

780.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings

[MDario's solution](#)

781.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[MDario's solution](#)

782.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · last AC: 2024-06-08 · GNU C++11 (first AC) · Tags: dp, math, number theory

[MDario's solution](#)

783.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[MDario's solution](#)

784.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[MDario's solution](#)

785.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[MDario's solution](#)

786.

1393D

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[MDario's solution](#)

787.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[MDario's solution](#)

788.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[MDario's solution](#)

789.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[MDario's solution](#)

790.

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

[MDario's solution](#)

791.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[MDario's solution](#)

792.

1511E

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

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[MDario's solution](#)

793.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[MDario's solution](#)

794.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[MDario's solution](#)

795.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[MDario's solution](#)

796.

1392E

[Omkar and Duck](#) · [Tutorial](#)

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

[MDario's solution](#)

797.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[MDario's solution](#)

798.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[MDario's solution](#)

799.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[MDario's solution](#)

800.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[MDario's solution](#)

801.

1365F

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Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[MDario's solution](#)

802.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: data structures, two pointers

[MDario's solution](#)

803.

1795E

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Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[MDario's solution](#)

804.

1717E

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Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MDario's solution](#)

805.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[MDario's solution](#)

806.

1704E

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Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[MDario's solution](#)

807.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[MDario's solution](#)

808.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[MDario's solution](#)

809.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[MDario's solution](#)

810.

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

[MDario's solution](#)

811.

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[MDario's solution](#)

812.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[MDario's solution](#)

813.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[MDario's solution](#)

814.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[MDario's solution](#)

815.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[MDario's solution](#)

816.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[MDario's solution](#)

817.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[MDario's solution](#)

818.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[MDario's solution](#)

819.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[MDario's solution](#)

820.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-05-01 · last AC: 2021-05-01 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[MDario's solution](#)

821.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[MDario's solution](#)

822.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[MDario's solution](#)

823.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[MDario's solution](#)

824.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[MDario's solution](#)

825.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[MDario's solution](#)

826.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[MDario's solution](#)

827.

1406D

[Three Sequences](#) · [Tutorial](#)

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

[MDario's solution](#)

828.

1407D

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

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[MDario's solution](#)

829.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[MDario's solution](#)

830.

1398E

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

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[MDario's solution](#)

831.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[MDario's solution](#)

832.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[MDario's solution](#)

833.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics,

divide and conquer, dp, math, meet-in-the-middle

[MDario's solution](#)

834.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MDario's solution](#)

835.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[MDario's solution](#)

836.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[MDario's solution](#)

837.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[MDario's solution](#)

838.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[MDario's solution](#)

839.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[MDario's solution](#)

840.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[MDario's solution](#)

841.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[MDario's solution](#)

842.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[MDario's solution](#)

843.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[MDario's solution](#)

844.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[MDario's solution](#)

845.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[MDario's solution](#)

846.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[MDario's solution](#)

847.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[MDario's solution](#)

848.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[MDario's solution](#)

849.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[MDario's solution](#)

850.

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

[MDario's solution](#)

851.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[MDario's solution](#)

852.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[MDario's solution](#)

853.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy,

trees

[MDario's solution](#)

854.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MDario's solution](#)

855.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: graphs, shortest paths, sortings

[MDario's solution](#)

856.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[MDario's solution](#)

857.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[MDario's solution](#)

858.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[MDario's solution](#)

859.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings

[MDario's solution](#)

860.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[MDario's solution](#)

861.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[MDario's solution](#)

862.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[MDario's solution](#)

863.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[MDario's solution](#)

864.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[MDario's solution](#)

865.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MDario's solution](#)

866.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[MDario's solution](#)

867.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[MDario's solution](#)

868.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[MDario's solution](#)

869.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[MDario's solution](#)

870.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[MDario's solution](#)

871.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[MDario's solution](#)

872.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[MDario's solution](#)

873.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[MDario's solution](#)

874.

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[MDario's solution](#)

875.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MDario's solution](#)

876.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[MDario's solution](#)

877.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[MDario's solution](#)

878.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[MDario's solution](#)

879.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[MDario's solution](#)

880.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[MDario's solution](#)

881.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[MDario's solution](#)

882.

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MDario's solution](#)

883.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[MDario's solution](#)

884.

1479C

[Continuous City](#) · [Tutorial](#)

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

[MDario's solution](#)

885.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[MDario's solution](#)

886.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[MDario's solution](#)

887.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[MDario's solution](#)

888.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-01-26 · last AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[MDario's solution](#)

889.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[MDario's solution](#)

890.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[MDario's solution](#)

891.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[MDario's solution](#)

892.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[MDario's solution](#)

893.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MDario's solution](#)

894.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[MDario's solution](#)

895.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[MDario's solution](#)

896.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[MDario's solution](#)

897.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[MDario's solution](#)

898.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[MDario's solution](#)

899.

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[MDario's solution](#)

900.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · last AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[MDario's solution](#)

901.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[MDario's solution](#)

902.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

903.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

904.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

905.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

906.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

907.

104415H

[How do you spell this?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

908.

104415E

[Elevator Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

909.

104415B

[Beached Cannons](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

910.

104415A

[Attendance Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

911.

104415C

[Candy Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

912.

104415D

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

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

913.

104415F

[Frisbee Training](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

914.

104415G

[Graphical Nightmare](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

915.

104415I

[Impressing the Captain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

916.

104415J

[Jagged Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

917.

105242F

[Queries on Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

918.

105242I

[Minimum XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

919.

105242B

[Tree Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

920.

105242G

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

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

921.

105242A

[Prefix GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

922.

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

923.

105242L

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

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

924.

105242D

[You Have Been Grid Squared](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

925.

105242J

[The Square Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

926.

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

927.

105223L

[Geoland](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

928.

105223F

[Fire Kings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

929.

105223E

[Lazy Fouad](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

930.

105223A

[Levi Is Sad](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

931.

105223K

[Water Filling](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

932.

105223D

[Coconuting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

933.

105223G

[Subsubsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

934.

105223I

[Fofo Loves Bitset](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

935.

105223C

[Bit And Segment](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

936.

105223H

[Game with wife](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

937.

105223N

[Larger but smaller!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MDario's solution](#)

938.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

939.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

940.

103960D

[Displacing Particles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

941.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

942.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

943.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

944.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

945.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

946.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

947.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

948.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

949.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

950.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

951.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

952.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

953.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

954.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

955.

104059C

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

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

956.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

957.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

958.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[MDario's solution](#)

959.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[MDario's solution](#)

960.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[MDario's solution](#)

961.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[MDario's solution](#)

962.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MDario's solution](#)

963.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[MDario's solution](#)

964.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MDario's solution](#)

965.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[MDario's solution](#)

966.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

967.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

968.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

969.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

970.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

971.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

972.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

973.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

974.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

975.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

976.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

977.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

978.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

979.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

980.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

981.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

982.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

983.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

984.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

985.

101291L

[Three Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

986.

101291J

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

987.

101291I

[Mismatched Socks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

988.

101291E

[Contest Score](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

989.

101291B

[Barbells](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

990.

101291D

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

991.

101291K

[Six Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

992.

101291M

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

993.

101291A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

994.

101291H

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

995.

101291F

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

996.

101291G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

997.

103373C

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

Rating: — · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

998.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

999.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

1000.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

1001.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[MDario's solution](#)

1002.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)

1003.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)**1004.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MDario's solution](#)**1005.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: —

[MDario's solution](#)**1006.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: —

[MDario's solution](#)**1007.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, bitmasks

[MDario's solution](#)**1008.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special

[MDario's solution](#)**1009.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: *special, implementation

[MDario's solution](#)