

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — MForest

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

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

Filters: none

Count: 843

1.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[MForest's solution](#)

2.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[MForest's solution](#)

3.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[MForest's solution](#)

4.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[MForest's solution](#)

5.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[MForest's solution](#)

6.

1473A

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

Quality: 37,425 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[MForest's solution](#)

7.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[MForest's solution](#)

8.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,056 global accepts · Rating: 800 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[MForest's solution](#)

9.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MForest's solution](#)

**10.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[MForest's solution](#)

**11.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[MForest's solution](#)

**12.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,407 global accepts · Rating: 800 · first AC: 2022-05-04 · Kotlin 1.6 (first AC) · Tags: combinatorics, math  
[MForest's solution](#)

**13.**

1674A

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

Quality: 27,970 global accepts · Rating: 800 · first AC: 2022-05-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math  
[MForest's solution](#)

**14.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[MForest's solution](#)

**15.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[MForest's solution](#)

**16.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[MForest's solution](#)

**17.**

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: math  
[MForest's solution](#)

**18.**

1491A

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

Quality: 19,026 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[MForest's solution](#)

**19.**

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[MForest's solution](#)

**20.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[MForest's solution](#)

**21.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[MForest's solution](#)

**22.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[MForest's solution](#)

**23.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[MForest's solution](#)

**24.**

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[MForest's solution](#)

**25.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MForest's solution](#)

**26.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[MForest's solution](#)

**27.**

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

[MForest's solution](#)

**28.**

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

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**29.**

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math

[MForest's solution](#)

**30.**

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

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**31.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[MForest's solution](#)

**32.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[MForest's solution](#)

**33.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MForest's solution](#)

**34.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[MForest's solution](#)

**35.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,873 global accepts · Rating: 800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MForest's solution](#)

**36.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[MForest's solution](#)

**37.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[MForest's solution](#)

**38.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,252 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[MForest's solution](#)

**39.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

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**40.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math

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**41.**

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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42.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,130 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[MForest's solution](#)

43.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math  
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44.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[MForest's solution](#)

45.

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[MForest's solution](#)

46.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[MForest's solution](#)

47.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory  
[MForest's solution](#)

48.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[MForest's solution](#)

49.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math  
[MForest's solution](#)

50.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math  
[MForest's solution](#)

51.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[MForest's solution](#)

52.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[MForest's solution](#)

**53.**

1087A

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

Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[MForest's solution](#)

**54.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MForest's solution](#)

**55.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[MForest's solution](#)

**56.**

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[MForest's solution](#)

**57.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MForest's solution](#)

**58.**

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MForest's solution](#)

**59.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,159 global accepts · Rating: 800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[MForest's solution](#)

**60.**

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math

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**61.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: sortings

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**62.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: greedy, strings

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**63.**

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: implementation

[MForest's solution](#)

- 64.**  
977A  
[Wrong Subtraction](#) · [Tutorial](#)  
Quality: 217,470 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation  
[MForest's solution](#)
- 65.**  
976A  
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Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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- 66.**  
959A  
[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)  
Quality: 55,666 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[MForest's solution](#)
- 67.**  
952A  
[Quirky Quantifiers](#) · [Tutorial](#)  
Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math  
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- 68.**  
946A  
[Partition](#) · [Tutorial](#)  
Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[MForest's solution](#)
- 69.**  
931A  
[Friends Meeting](#) · [Tutorial](#)  
Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[MForest's solution](#)
- 70.**  
932A  
[Palindromic Supersequence](#) · [Tutorial](#)  
Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[MForest's solution](#)
- 71.**  
912A  
[Tricky Alchemy](#) · [Tutorial](#)  
Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[MForest's solution](#)
- 72.**  
908A  
[New Year and Counting Cards](#) · [Tutorial](#)  
Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[MForest's solution](#)
- 73.**  
898A  
[Rounding](#) · [Tutorial](#)  
Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[MForest's solution](#)
- 74.**  
894A  
[QAQ](#) · [Tutorial](#)  
Quality: 39,378 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
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**75.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,504 global accepts · Rating: 800 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[MForest's solution](#)

**76.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: \*special, implementation

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**77.**

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: \*special, implementation, sortings

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**78.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,301 global accepts · Rating: 800 · first AC: 2017-02-11 · GNU C++ (first AC) · Tags: implementation, math

[MForest's solution](#)

**79.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,204 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: implementation, strings

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**80.**

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · MS C++ (first AC) · Tags: constructive algorithms, implementation

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**81.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,300 global accepts · Rating: 900 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MForest's solution](#)

**82.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[MForest's solution](#)

**83.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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**84.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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**85.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MForest's solution](#)

**86.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,673 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

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**87.**

1351B

[Square?](#) · [Tutorial](#)

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

[MForest's solution](#)

**88.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MForest's solution](#)

**89.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MForest's solution](#)

**90.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**91.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MForest's solution](#)

**92.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MForest's solution](#)

**93.**

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MForest's solution](#)

**94.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**95.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[MForest's solution](#)

**96.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[MForest's solution](#)

**97.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,861 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MForest's solution](#)

**98.**

1093B

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

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[MForest's solution](#)

**99.**

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**100.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[MForest's solution](#)

**101.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**102.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation, strings

[MForest's solution](#)

**103.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[MForest's solution](#)

**104.**

915A

[Garden](#) · [Tutorial](#)

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

[MForest's solution](#)

**105.**

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MForest's solution](#)

**106.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**107.**

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MForest's solution](#)

**108.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,092 global accepts · Rating: 1000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[MForest's solution](#)

**109.**

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MForest's solution](#)

**110.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[MForest's solution](#)

**111.**

1474B

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

Quality: 40,323 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[MForest's solution](#)

**112.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MForest's solution](#)

**113.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MForest's solution](#)

**114.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[MForest's solution](#)

**115.**

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[MForest's solution](#)

**116.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,272 global accepts · Rating: 1000 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MForest's solution](#)

**117.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 1000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[MForest's solution](#)

**118.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MForest's solution](#)

**119.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[MForest's solution](#)

**120.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[MForest's solution](#)

**121.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[MForest's solution](#)

**122.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MForest's solution](#)

**123.**

1174A

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

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[MForest's solution](#)

**124.**

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MForest's solution](#)

**125.**

1088B

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

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[MForest's solution](#)

**126.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[MForest's solution](#)

**127.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**128.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MForest's solution](#)

**129.**

886B

[Vlad and Cafes](#) · [Tutorial](#)

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

[MForest's solution](#)

**130.**

886A

[ACM ICPC](#) · [Tutorial](#)

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

[MForest's solution](#)

**131.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**132.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MForest's solution](#)

**133.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MForest's solution](#)

**134.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MForest's solution](#)

**135.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation

[MForest's solution](#)

**136.**

680B

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

Quality: 26,242 global accepts · Rating: 1000 · first AC: 2016-06-08 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[MForest's solution](#)

**137.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[MForest's solution](#)

**138.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[MForest's solution](#)

**139.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[MForest's solution](#)

**140.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[MForest's solution](#)

**141.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[MForest's solution](#)

**142.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MForest's solution](#)

**143.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[MForest's solution](#)

**144.**

1415B

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

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[MForest's solution](#)

**145.**

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[MForest's solution](#)

**146.**

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

[MForest's solution](#)

**147.**

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[MForest's solution](#)

**148.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2020-07-12 · PHP (first AC) · Tags: brute force, implementation

[MForest's solution](#)

**149.**

1370B

[GCD Compression](#) · [Tutorial](#)

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

[MForest's solution](#)

**150.**

1366A

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

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[MForest's solution](#)

**151.**

1365A

[Matrix Game](#) · [Tutorial](#)

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

**152.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[MForest's solution](#)

**153.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation  
[MForest's solution](#)

**154.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[MForest's solution](#)

**155.**

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[MForest's solution](#)

**156.**

1327A

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

Quality: 45,732 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math  
[MForest's solution](#)

**157.**

1304B

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

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

**158.**

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1100 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math  
[MForest's solution](#)

**159.**

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[MForest's solution](#)

**160.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[MForest's solution](#)

**161.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**162.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[MForest's solution](#)

**163.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation

[MForest's solution](#)

**164.**

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MForest's solution](#)

**165.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MForest's solution](#)

**166.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**167.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[MForest's solution](#)

**168.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MForest's solution](#)

**169.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[MForest's solution](#)

**170.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,916 global accepts · Rating: 1100 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[MForest's solution](#)

**171.**

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-08 · GNU C++ (first AC) · Tags: brute force, implementation

[MForest's solution](#)

**172.**

719A

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

Quality: 16,392 global accepts · Rating: 1100 · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: implementation

[MForest's solution](#)

**173.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[MForest's solution](#)

**174.**

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,727 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[MForest's solution](#)

**175.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[MForest's solution](#)

**176.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[MForest's solution](#)

**177.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[MForest's solution](#)

**178.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[MForest's solution](#)

**179.**

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

[MForest's solution](#)

**180.**

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

[MForest's solution](#)

**181.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[MForest's solution](#)

**182.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[MForest's solution](#)

**183.**

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[MForest's solution](#)

**184.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[MForest's solution](#)

**185.**

1355A

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

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

[MForest's solution](#)

**186.**

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, schedules

[MForest's solution](#)

**187.**

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[MForest's solution](#)

**188.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[MForest's solution](#)

**189.**

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[MForest's solution](#)

**190.**

1185B

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

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[MForest's solution](#)

**191.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[MForest's solution](#)

**192.**

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[MForest's solution](#)

**193.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[MForest's solution](#)

**194.**

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[MForest's solution](#)

**195.**

1174B

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

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[MForest's solution](#)

**196.**

1100C

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

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math  
[MForest's solution](#)

**197.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[MForest's solution](#)

**198.**

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[MForest's solution](#)

**199.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[MForest's solution](#)

**200.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[MForest's solution](#)

**201.**

1064B

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

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[MForest's solution](#)

**202.**

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation  
[MForest's solution](#)

**203.**

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MForest's solution](#)

**204.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[MForest's solution](#)

**205.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

[MForest's solution](#)

**206.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[MForest's solution](#)

**207.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[MForest's solution](#)

**208.**

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[MForest's solution](#)

**209.**

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[MForest's solution](#)

**210.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[MForest's solution](#)

**211.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MForest's solution](#)

**212.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[MForest's solution](#)

**213.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MForest's solution](#)

**214.**

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MForest's solution](#)

**215.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[MForest's solution](#)

**216.**

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++ (first AC) · Tags: \*special, greedy, two pointers

[MForest's solution](#)

**217.**

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-26 · MS C++ (first AC) · Tags: constructive algorithms

[MForest's solution](#)

**218.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-10-29 · GNU C++ (first AC) · Tags: games, math

[MForest's solution](#)

**219.**

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation, math

[MForest's solution](#)

**220.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[MForest's solution](#)

**221.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[MForest's solution](#)

**222.**

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MForest's solution](#)

**223.**

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[MForest's solution](#)

**224.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[MForest's solution](#)

**225.**

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MForest's solution](#)

**226.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[MForest's solution](#)

**227.**

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1300 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[MForest's solution](#)

**228.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[MForest's solution](#)

**229.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[MForest's solution](#)

**230.**

1373C

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

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

[MForest's solution](#)

**231.**

1364B

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

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[MForest's solution](#)

**232.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[MForest's solution](#)

**233.**

1365B

[Trouble Sort](#) · [Tutorial](#)

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

[MForest's solution](#)

**234.**

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MForest's solution](#)

**235.**

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings  
[MForest's solution](#)

**236.**

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation  
[MForest's solution](#)

**237.**

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[MForest's solution](#)

**238.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[MForest's solution](#)

**239.**

1209B

[Koala and Lights](#) · [Tutorial](#)

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

**240.**

1174C

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

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[MForest's solution](#)

**241.**

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings  
[MForest's solution](#)

**242.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[MForest's solution](#)

**243.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[MForest's solution](#)

**244.**

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[MForest's solution](#)

**245.**

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[MForest's solution](#)

**246.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**247.**

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[MForest's solution](#)

**248.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[MForest's solution](#)

**249.**

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: implementation, math

[MForest's solution](#)

**250.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[MForest's solution](#)

**251.**

929B

[AÄ5D&C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[MForest's solution](#)

**252.**

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[MForest's solution](#)

**253.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[MForest's solution](#)

**254.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**255.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[MForest's solution](#)

**256.**

904A

[Masha and Bears](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**257.**

870C

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

Quality: 9,766 global accepts · Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[MForest's solution](#)

**258.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,763 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[MForest's solution](#)

**259.**

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[MForest's solution](#)

**260.**

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[MForest's solution](#)

**261.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[MForest's solution](#)

**262.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[MForest's solution](#)

**263.**

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[MForest's solution](#)

**264.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[MForest's solution](#)

**265.**

1365C

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

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

[MForest's solution](#)

**266.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MForest's solution](#)

**267.**

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[MForest's solution](#)

**268.**

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,759 global accepts · Rating: 1400 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[MForest's solution](#)

**269.**

1354C1

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

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

[MForest's solution](#)

**270.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MForest's solution](#)

**271.**

1351C

[Skier](#) · [Tutorial](#)

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

[MForest's solution](#)

**272.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[MForest's solution](#)

**273.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[MForest's solution](#)

**274.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[MForest's solution](#)

**275.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[MForest's solution](#)

**276.**

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[MForest's solution](#)

**277.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MForest's solution](#)

**278.**

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[MForest's solution](#)

**279.**

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[MForest's solution](#)

**280.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[MForest's solution](#)

**281.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: combinatorics, math

[MForest's solution](#)

**282.**

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[MForest's solution](#)

**283.**

929A

[A to C](#) · [Tutorial](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation

[MForest's solution](#)

**284.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[MForest's solution](#)

**285.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[MForest's solution](#)

**286.**

904B

[Tic-Tac-Toe](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**287.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[MForest's solution](#)

**288.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[MForest's solution](#)

**289.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MForest's solution](#)

**290.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: \*special, implementation

[MForest's solution](#)

**291.**

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[MForest's solution](#)

**292.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MForest's solution](#)

**293.**

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[MForest's solution](#)

**294.**

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[MForest's solution](#)

**295.**

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[MForest's solution](#)

**296.**

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[MForest's solution](#)

**297.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[MForest's solution](#)

**298.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation,

math, two pointers

[MForest's solution](#)

**299.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: implementation, strings

[MForest's solution](#)

**300.**

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

[MForest's solution](#)

**301.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[MForest's solution](#)

**302.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[MForest's solution](#)

**303.**

1368C

[Even Picture](#) · [Tutorial](#)

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

[MForest's solution](#)

**304.**

1368B

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

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

[MForest's solution](#)

**305.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MForest's solution](#)

**306.**

1340A

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

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

[MForest's solution](#)

**307.**

1338A

[Powered Addition](#) · [Tutorial](#)

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

[MForest's solution](#)

**308.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[MForest's solution](#)

**309.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MForest's solution](#)

**310.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[MForest's solution](#)

**311.**

1325C

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

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[MForest's solution](#)

**312.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[MForest's solution](#)

**313.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MForest's solution](#)

**314.**

1209C

[Paint the Digits](#) · [Tutorial](#)

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

[MForest's solution](#)

**315.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[MForest's solution](#)

**316.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[MForest's solution](#)

**317.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[MForest's solution](#)

**318.**

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MForest's solution](#)

**319.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[MForest's solution](#)

**320.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MForest's solution](#)

**321.**

1031B

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

Quality: 4,064 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**322.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MForest's solution](#)

**323.**

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[MForest's solution](#)

**324.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: greedy

[MForest's solution](#)

**325.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[MForest's solution](#)

**326.**

977E

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

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[MForest's solution](#)

**327.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,637 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[MForest's solution](#)

**328.**

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[MForest's solution](#)

**329.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[MForest's solution](#)

**330.**

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 1500 · first AC: 2018-03-17 · FPC (first AC) · Tags: —

[MForest's solution](#)

**331.**

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[MForest's solution](#)

**332.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MForest's solution](#)

**333.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2024-12-21 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[MForest's solution](#)

**334.**

1886C

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

Quality: 16,597 global accepts · Rating: 1600 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MForest's solution](#)

**335.**

1754D

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

Rating: 1600 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[MForest's solution](#)

**336.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[MForest's solution](#)

**337.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[MForest's solution](#)

**338.**

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[MForest's solution](#)

**339.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1600 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs

[MForest's solution](#)

**340.**

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[MForest's solution](#)

**341.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MForest's solution](#)

**342.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[MForest's solution](#)

**343.**

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[MForest's solution](#)

**344.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,600 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[MForest's solution](#)

**345.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,347 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[MForest's solution](#)

**346.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MForest's solution](#)

**347.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[MForest's solution](#)

**348.**

1373D

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

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

[MForest's solution](#)

**349.**

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[MForest's solution](#)

**350.**

1151B

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

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[MForest's solution](#)

**351.**

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[MForest's solution](#)

**352.**

445C

[DZY Loves Physics](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[MForest's solution](#)

**353.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[MForest's solution](#)

**354.**

157D

[Suspects](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**355.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[MForest's solution](#)

**356.**

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[MForest's solution](#)

**357.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[MForest's solution](#)

**358.**

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MForest's solution](#)

**359.**

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[MForest's solution](#)

**360.**

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**361.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MForest's solution](#)

**362.**

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: —

[MForest's solution](#)

**363.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[MForest's solution](#)

**364.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[MForest's solution](#)

**365.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[MForest's solution](#)

**366.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[MForest's solution](#)

**367.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[MForest's solution](#)

**368.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · last AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[MForest's solution](#)

**369.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[MForest's solution](#)

**370.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[MForest's solution](#)

**371.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, implementation, sortings

[MForest's solution](#)

**372.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[MForest's solution](#)

**373.**

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

[MForest's solution](#)

**374.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

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

[MForest's solution](#)

**375.**

1392D

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

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

[MForest's solution](#)

**376.**

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MForest's solution](#)

**377.**

1368D

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

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

[MForest's solution](#)

**378.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[MForest's solution](#)

**379.**

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[MForest's solution](#)

**380.**

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[MForest's solution](#)

**381.**

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[MForest's solution](#)

**382.**

1340B

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

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

[MForest's solution](#)

**383.**

1343D

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

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[MForest's solution](#)

**384.**

1329B

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

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

[MForest's solution](#)

**385.**

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[MForest's solution](#)

**386.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[MForest's solution](#)

**387.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[MForest's solution](#)

**388.**

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[MForest's solution](#)

**389.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[MForest's solution](#)

**390.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[MForest's solution](#)

**391.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[MForest's solution](#)

**392.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MForest's solution](#)

**393.**

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MForest's solution](#)

**394.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[MForest's solution](#)

**395.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[MForest's solution](#)

**396.**

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[MForest's solution](#)

**397.**

1102E

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

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[MForest's solution](#)

**398.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[MForest's solution](#)

**399.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MForest's solution](#)

**400.**

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[MForest's solution](#)

**401.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[MForest's solution](#)

**402.**

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[MForest's solution](#)

**403.**

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[MForest's solution](#)

**404.**

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[MForest's solution](#)

**405.**

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · GNU C (first AC) · Tags: implementation  
[MForest's solution](#)

**406.**

923A

[Primal Sport](#) · [Tutorial](#)

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

**407.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[MForest's solution](#)

**408.**

929C

[A  \$\times\$  C  \$\leq\$  2C or C  \$>\$  C  \$\times\$  C](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, combinatorics, math  
[MForest's solution](#)

**409.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle  
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**410.**

2006B

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Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees  
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**411.**

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
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**412.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math  
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**413.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, math

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**414.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

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**415.**

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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**416.**

1466E

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**417.**

847K

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**418.**

847E

[Packmen](#) · [Tutorial](#)

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**419.**

847C

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**420.**

46D

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**421.**

1402A

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**422.**

1401D

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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

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**423.**

1398D

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**424.**

1394A

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[MForest's solution](#)

**425.**

1388C

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Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

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**426.**

1151C

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Quality: 5,605 global accepts · Rating: 1800 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**427.**

1355C

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[MForest's solution](#)

**428.**

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

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**429.**

1329A

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

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

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**430.**

1042D

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Quality: 7,400 global accepts · Rating: 1800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[MForest's solution](#)

**431.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[MForest's solution](#)

**432.**

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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**433.**

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

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**434.**

1304D

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**435.**

1295D

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Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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**436.**

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**437.**

1267L

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**438.**

1227D2

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Quality: 4,729 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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**439.**

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**440.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MForest's solution](#)

**441.**

1119D

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

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**442.**

1068E

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Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[MForest's solution](#)

**443.**

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[MForest's solution](#)

**444.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[MForest's solution](#)

**445.**

952D

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

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, probabilities

[MForest's solution](#)

**446.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

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**447.**

911D

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Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**448.**

630M

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**449.**

2064D

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**450.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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**451.**

1483B

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Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

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**452.**

229C

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Quality: 1,783 global accepts · Rating: 1900 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

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**453.**

847I

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Quality: 1,655 global accepts · Rating: 1900 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation, math

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46E

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**455.**

1404B

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Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

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**456.**

1400D

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**457.**

505C

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**458.**

1371E1

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**459.**

1365E

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**460.**

479E

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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**461.**

1285D

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**462.**

1270D

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**463.**

1208D

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**464.**

1207E

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**465.**

1181C

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**466.**

1172B

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**467.**

1174D

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**468.**

1163C1

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**469.**

1163C2

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**470.**

1119E

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

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**471.**

1081E

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[MForest's solution](#)

**472.**

952B

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Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, interactive

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**473.**

928C

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Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: \*special, graphs, implementation

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**474.**

630E

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Quality: 2,633 global accepts · Rating: 1900 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[MForest's solution](#)

**475.**

1754E

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Rating: 2000 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

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**476.**

1521C

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**477.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms  
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**478.**

1451E1

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**479.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers  
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**480.**

1426F

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

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings  
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**481.**

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees  
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**482.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation  
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**483.**

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees  
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**484.**

1370D

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Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation  
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**485.**

1354C2

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

[MForest's solution](#)

**486.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[MForest's solution](#)

**487.**

157E

[Cipher](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[MForest's solution](#)

**488.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[MForest's solution](#)

**489.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[MForest's solution](#)

**490.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[MForest's solution](#)

**491.**

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[MForest's solution](#)

**492.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[MForest's solution](#)

**493.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[MForest's solution](#)

**494.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[MForest's solution](#)

**495.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[MForest's solution](#)

**496.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2021-02-03 · last AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

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**497.**

1472F

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

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

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**498.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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**499.**

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[MForest's solution](#)

**500.**

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[MForest's solution](#)

**501.**

1409F

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

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: dp, strings

[MForest's solution](#)

**502.**

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

[MForest's solution](#)

**503.**

1370E

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

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

[MForest's solution](#)

**504.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[MForest's solution](#)

**505.**

1364D

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Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[MForest's solution](#)

**506.**

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[MForest's solution](#)

**507.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[MForest's solution](#)

**508.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[MForest's solution](#)

**509.**

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[MForest's solution](#)

**510.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-10 · last AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[MForest's solution](#)

**511.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[MForest's solution](#)

**512.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[MForest's solution](#)

**513.**

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[MForest's solution](#)

**514.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[MForest's solution](#)

**515.**

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[MForest's solution](#)

**516.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[MForest's solution](#)

**517.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[MForest's solution](#)

**518.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[MForest's solution](#)

**519.**

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MForest's solution](#)

**520.**

505D

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

Quality: 2,929 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[MForest's solution](#)

**521.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[MForest's solution](#)

**522.**

1338C

[Perfect Triples](#) · [Tutorial](#)

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

[MForest's solution](#)

**523.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[MForest's solution](#)

**524.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[MForest's solution](#)

**525.**

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[MForest's solution](#)

**526.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[MForest's solution](#)

**527.**

926H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2200 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MForest's solution](#)

**528.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers  
[MForest's solution](#)

**529.**

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[MForest's solution](#)

**530.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths  
[MForest's solution](#)

**531.**

1451E2

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

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[MForest's solution](#)

**532.**

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs  
[MForest's solution](#)

**533.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[MForest's solution](#)

**534.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing  
[MForest's solution](#)

**535.**

586F

[Lizard Era: Beginning](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle  
[MForest's solution](#)

**536.**

902E

[Bipartite Segments](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs

[MForest's solution](#)

**537.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[MForest's solution](#)

**538.**

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[MForest's solution](#)

**539.**

1886E

[IWanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[MForest's solution](#)

**540.**

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[MForest's solution](#)

**541.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[MForest's solution](#)

**542.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[MForest's solution](#)

**543.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[MForest's solution](#)

**544.**

1483D

[Useful Edges](#) · [Tutorial](#)

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

[MForest's solution](#)

**545.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[MForest's solution](#)

**546.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[MForest's solution](#)

**547.**

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[MForest's solution](#)

**548.**

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[MForest's solution](#)

**549.**

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

[MForest's solution](#)

**550.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[MForest's solution](#)

**551.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[MForest's solution](#)

**552.**

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[MForest's solution](#)

**553.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[MForest's solution](#)

**554.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[MForest's solution](#)

**555.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[MForest's solution](#)

**556.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[MForest's solution](#)

**557.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[MForest's solution](#)

**558.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[MForest's solution](#)

**559.**

1828E

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

Rating: 2600 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, strings

[MForest's solution](#)

**560.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[MForest's solution](#)

**561.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[MForest's solution](#)

**562.**

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

[MForest's solution](#)

**563.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[MForest's solution](#)

**564.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-10-27 · last AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings, two pointers

[MForest's solution](#)

**565.**

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings

[MForest's solution](#)

**566.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[MForest's solution](#)

**567.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[MForest's solution](#)

**568.**

104872D

[a, ab, ba Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**569.**

104872K

[Guess the String](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**570.**

104872I

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**571.**

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**572.**

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**573.**

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**574.**

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**575.**

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**576.**

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**577.**

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**578.**

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**579.**

106035M

[Playing with magnets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**580.**

106035B

[Language for machines](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · Python 3 (first AC) · Tags: —

[MForest's solution](#)

**581.**

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**582.**

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**583.**

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · PyPy 3-64 (first AC) · Tags: —

[MForest's solution](#)

**584.**

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**585.**

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**586.**

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

**587.**

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · PyPy 3-64 (first AC) · Tags: —

[MForest's solution](#)

588.

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

589.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

590.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

591.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

592.

104640I

[B BC 10 ,; ,C ,7C FC ,O CÄCC´LD\\$8C\\$ACT;CT=CÔ>C•](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

593.

104640G

[Bt5CT>G\\$5CçÔ?C CCç D40D 8 CαCC 8Cç D41C,,:C](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

594.

104640C

[Aô@D16C#8 CÄ5Cd4D2 2D 5C´5CÔ=D´<C€](#)

Rating: — · first AC: 2024-09-25 · last AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

595.

104640L

[A\\$7CçC ÄÄ0D\\$L Cα>C´;C 9CD5D](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

596.

104640H

[A#2C#D\\$>C\\$0Dò 4D´@C](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

597.

104640K

[A,5D0D EC,,O Aô0D4GDÄ5C4> D >Cä1D”5D BC\\$0](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

598.

104640F

[A42Ctel CäBCDKDT0CTB](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

599.

104640A

[AöC5C2 C 9C7C](#)

Rating: — · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MForest's solution](#)

600.

104640E

[A@DôkCäCC4>C`LCÔ>CR DôBCÔ>](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

601.

104640J

[AöD4BC,,=C 2Cä 2D 5 D BCä@Cä=D°](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

602.

104640B

[A`>C\\$;Dò ?C CC#>C](#)

Rating: — · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: —

[MForest's solution](#)

603.

104640D

[B\\$5D#C CÔ0 C,,=D\\$5C';CT:D](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

604.

102024E

[AÄ0C48Dt5D :C,,9 Ct0CÄ>C](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

605.

102024F

[A\\$5C1#CT1CÔ0Dò HC ED\\$0](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

606.

102024A

[AÖLDäB C" ?CTICT@CP](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

607.

102024H

[A#0C#0Cä9 D\\$2C @C, ò ?Cä ?C @CP](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

608.

102024G

[B47D00d=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

609.

102024D

[AÖNDT#C, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

**610.**

102024C

[AD@D'E D=Câ2](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

**611.**

102024J

[AÖNDI;C€](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[MForest's solution](#)

**612.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[MForest's solution](#)

**613.**

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[MForest's solution](#)

**614.**

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[MForest's solution](#)

**615.**

100083D

[B\\$DriG, ACâGC'5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**616.**

100091C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · last AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**617.**

100145G

[AÔ AB@AD\\$@C,,< 2](#)

Rating: — · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**618.**

100086F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**619.**

100086E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**620.**

100086D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**621.**

100086C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**622.**

100086B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**623.**

100086A

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**624.**

102947J

[Camping in the Wild](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**625.**

102947H

[Jungle Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · last AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**626.**

102947D

[Firewood](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**627.**

102947C

[White Fang](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**628.**

102947G

[Food Rations](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**629.**

102947F

[Hopping Between Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**630.**

102947I

[Food Allocation II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**631.**

102898A

[Snowman](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

632.

101609B

[A.,=D\\$5D 5D =C O DÔ:D :D4@D 8Dđ](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

633.

101609C

[Aö@D16C=8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

634.

101609J

[B 5D\\$2C,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

635.

101609E

[B Uct=D'5 Dd8DD@D°](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

636.

101609H

[B TD?C,,AC =C,,5](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

637.

101609D

[Aö>CÖiAdt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

638.

101609F

[B BD>C\\$0CÔ8CP](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

639.

101609G

[Aö>Drjô 4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

640.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

641.

101609A

[AÜC>CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

642.

101187F

[Aö@Ct>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

643.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

644.

101187C

[A45D#D`5 C`Kcd8](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

645.

101187D

[IQ D\\$5DcBaC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

646.

101187B

[A 2D\\$a C CD](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

647.

101187K

[«A..ACm;Däg ND"5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

648.

101187I

[AäDíG CÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

649.

101187A

[A1C0`D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2016-12-17 · last AC: 2020-12-08 · MS C++ (first AC) · Tags: —

[MForest's solution](#)

650.

100850J

[Aó@QaAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2020-12-05 · last AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

651.

100850D

[Aó>CíQD" <CTGD\\$K](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

652.

100850E

[A10C08CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

653.

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

654.

100850H

[AäBĐtQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

655.

100850I

[AäTCA5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

656.

100850F

[B TCCa>Cò>Cd0D\\$8Dö](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

657.

100850A

[A 3D>8Ô>CÂÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

658.

101636B

[AäBQa@ D´BD´9 CæCC >C](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

659.

101636D

[B TQ\\$2C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

660.

101636J

[B 0012Q5Dt5CÔ8CR A Cæ>CòLDô<C€](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

661.

101636E

[A4DæCDAC=0Dò >C´8CÄ?C,,0CD0](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

662.

101636C

[AæCÔDC,,3D4@C FC,,>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

663.

101636G

[Aö00ta!](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

664.

101636L

[A@CçA\\$KCR AD4DDD8CæAD°](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

665.

101636K

[B 30,HC=CO>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

666.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

667.

101636M

[A\\$DAD\\$OCÔ>C\\$;CT=C,,5 CÔ>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

668.

101967B

[BÖDri4@D 8Dö](#)

Rating: — · first AC: 2020-11-30 · last AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

669.

101967J

[AÖC\\$Dò ?D >C4CC´:C CÄ0C´LD\\$5C€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

670.

101967C

[A=0CriaD >C,,3D 0D\\$L Cα>CÔBCTAD](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

671.

101967I

[AôUD\\$D,,5D BC\\$8CR ?Câ BCä@D0](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

672.

101967G

[A4B0i0,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

673.

101967H

[B 50α@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

674.

101967D

[Aδ5C56t=D´5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

675.

101967L

[B 10ä,DÄ:Cä BCTAD\\$>C](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

676.

101967A

[A\\$0C0C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

677.

101967E

[B 70æ60ÔKCR 7C 4C GC€](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

678.

100083F

[A=5C04CT=C AC FC,,O C4@C DC](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

679.

102137K

[A\\$7C0rQ 8 Cä2DdK](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

680.

102137C

[AD>CÄ0D,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

681.

102137D

[AD>C0Câ ?Cä6C ;Cä2C BDÂ 2 A B4 B](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

682.

102137I

[A=20@D\\$8D C C, 4C GD2 2 C0@C,,4C GDO](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

683.

102137J

[A00D\\$5D,,5D BC\\$8D0 C =C€](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

684.

102137G

[A=BCä2Cä1CT4C,,B?](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

685.

102137H

[AÄ>CriaCä<CT@C](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

686.

102137B

[B43040 9 Dt8D ;Cä](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

687.

101788L

[Xor D,T0DriaC](#)

Rating: — · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: —

[MForest's solution](#)

688.

101788C

[B4CC\\$CT=C,,5 Cô@Dô<CäCC4>C`LCÔ8C`>C](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

689.

101788B

[A=BD\\$0C"AC#8CR :Cä=DD5D\\$K](#)

Rating: — · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: —

[MForest's solution](#)

690.

101788E

[A ID\\$00 ;DÄ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

691.

101788F

[K-pop · Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

692.

101788H

[Captcha · Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

693.

101788I

[BÔAD\\$0DD5D\\$0](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

694.

101788G

[B,,BD@ Cä2C =CÔKC' :C ;DÄ:D4;DôBCä@](#)

Rating: — · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: —

[MForest's solution](#)

695.

101788A

[B 0010,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

696.

102203D

[A@Cä!D`@D](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

697.

102203E

[BÔ=0T@ C45D\\$8Dt5D :C,,9 D ?CT:D\\$@](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

698.

102203K

[A5D15DT2C B](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

699.

102203L

[A" ?Cä0 :C E C,,AD\\$8CÔK](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

700.

102203I

[A\\$>D1?Cä<C,,=C =C,,5](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

701.

102203C

[BD00@C,,:C](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

702.

102203F

[A8C;C,,>D\\$5C#0](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

703.

102203H

[A" ?Cä@C BCä@C,,8](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

704.

102203B

[B @CäGCÔ>CR ACä>C ICT=C,,5](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

705.

102203A

[AD>C@Cä ?Cä6C ;Cä2C BDÂ =C \\$C`>D 8CÔC!](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

706.

102440J

[Delivery in the city of the future · Tutorial](#)

Rating: — · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

707.

102440H

[Policeman from Rublevka · Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

708.

102386J

[A#0D\\$CÄ0D 8](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**709.**

102386F

[A@C@i&C](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**710.**

102386G

[B4@C@DÄAC#8CR 1C`8CÔGC,,:C€](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**711.**

102386I

[Aö5DriACT0CÔBCä2C#0](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**712.**

102386E

[AäBOf#Cd5CÔ=D`5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**713.**

102386B

[B\\$Odr#C,,@ B4@BD#](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**714.**

102386D

[A.@D\\$5CÂ 2 C @CÄ8C€](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**715.**

102386H

[B 2CTEBCäDCä@D°](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**716.**

102386C

[AÔO0#4C, >D\\$;C,,GC,,O](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**717.**

102386A

[B BD#0C,,BCT;DÄAD\\$2Cä 1C HCÔ8](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**718.**

100173A

[A\\$K060C#;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**719.**

102094E

[Emirates · Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**720.**

102094H

[Highest and greatest only](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**721.**

102094D

[Digits again](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**722.**

102094F

[Finding battleships](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**723.**

102094B

[Board rotating](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**724.**

102094A

[Archeologist's find](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**725.**

102094I

[Into the mountains](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**726.**

102591G

[B B D C, BCT; C€](#)

Rating: — · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**727.**

102591F

[B 001GT;CT=C,,5 CÔ0 Cđ0D K](#)

Rating: — · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**728.**

102591B

[B 3 Cđ4D?Cđ6C,,@ C BCT;C€](#)

Rating: — · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**729.**

102591I

[A4@CđkC=>D BDÂ 4C,,=C <C,,:C](#)

Rating: — · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**730.**

102591A

[3435](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**731.**

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**732.**

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**733.**

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**734.**

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**735.**

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**736.**

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**737.**

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**738.**

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[MForest's solution](#)

**739.**

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**740.**

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**741.**

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**742.**

102552B

[ASCII 2D 0D"5CÔ8CR 4Cä<Cä9](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**743.**

102552A

[AD500Cô> CD>CÄC](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**744.**

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**745.**

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**746.**

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**747.**

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**748.**

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**749.**

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**750.**

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**751.**

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**752.**

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**753.**

101755I

[Guess the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**754.**

101755G

[Underpalindromity](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**755.**

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**756.**

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**757.**

101755L

[Queries on a String](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**758.**

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**759.**

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**760.**

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**761.**

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**762.**

101755A

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

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**763.**

101755E

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

Rating: — · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**764.**

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**765.**

100181E

[Aö>00AD\\$@Cä:C,Ó0](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**766.**

100181F

[B @Cr2CÔ5CÔ8Dò ?Cä4D BD >C](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**767.**

100181H

[Aö@0D>0 @C 7Cä2C =C,,5 D BD >C#>C\\$KDR DD4=C#FC,,9: Cä1D 0D\\$=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**768.**

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**769.**

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**770.**

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**771.**

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**772.**

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**773.**

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**774.**

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**775.**

102215A

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

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**776.**

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**777.**

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**778.**

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**779.**

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**780.**

100181G

[A670C7B C @C 7Cä2C =C,,5 D BD >C#>C\\$KDR DD4=C#FC,,9](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**781.**

100181B

[AD0000 D BD >C#0](#)

Rating: — · first AC: 2019-04-09 · last AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**782.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[MForest's solution](#)

**783.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: \*special

[MForest's solution](#)

**784.**

101296G

[B 0005D 7C\\$5Ct4C](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**785.**

101296H

[A000\\$D,,5D BC\\$8CP](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**786.**

101296F

[B · Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**787.**

101296D

[A · Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**788.**

101296B

[B · Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**789.**

101296A

[B · Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**790.**

1319D

[Navigation System · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[MForest's solution](#)

**791.**

1319B

[Journey Planning · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[MForest's solution](#)

**792.**

1319A

[Contest for Robots · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[MForest's solution](#)

**793.**

100099B

[B · Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**794.**

100099A

[A · Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**795.**

102440D

[A · Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**796.**

100246C

[C · Tutorial](#)

Rating: — · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

797.

100255B

[B · Tutorial](#)

Rating: — · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

798.

100246A

[A · Tutorial](#)

Rating: — · first AC: 2019-12-25 · last AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

799.

101641K

[A · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

800.

101641M

[A · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

801.

101641H

[Team Composition · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

802.

101641I

[A · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

803.

101641C

[A · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

804.

101641G

[B · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

805.

101641F

[A · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

806.

101641A

[A · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

807.

101641L

[B · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**808.**

101641J

[A,TCÄ5CÔ5CÔ8CR 8CÄ5CÔ8](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**809.**

101641D

[AÄDCCAC,,<D4< C, 1C,,BD°](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**810.**

101641B

[A2014 8D >C\\$0CÔ8CP](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**811.**

100135F

[F · Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**812.**

100135K

[K · Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**813.**

100181C

[B UCCG,GCÔKCR ?Cä4D BD >Cα8](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**814.**

100093F

[F · Tutorial](#)

Rating: — · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**815.**

100135J

[J · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**816.**

100135H

[H · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**817.**

100135G

[G · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**818.**

1145A

[Thanos Sort · Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[MForest's solution](#)

**819.**

100093B

[B · Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**820.**

100166E

[AD80rCCTBD 3D 0DD0](#)

Rating: — · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: —

[MForest's solution](#)

**821.**

100093A

[A · Tutorial](#)

Rating: — · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: —

[MForest's solution](#)

**822.**

1020863

[A 2DS>CÄ0D\\$8Ct0Dd8Dò AC;C 4C](#)

Rating: — · first AC: 2019-01-27 · last AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[MForest's solution](#)

**823.**

100135D

[D · Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**824.**

100135E

[E · Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**825.**

100135C

[C · Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**826.**

101618H

[A\\$T04CÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**827.**

101618C

[Aò@Cä=C,,:CÔ>C\\$5CÔ8CR 2 D 5C`8C²C @C,,9](#)

Rating: — · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**828.**

101618E

[B-00D>C\\$>CDAD\\$2Câ 2 Cò>CT7CD5](#)

Rating: — · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**829.**

100121B

[BÖ;CTAD\\$@C,,GCTAC²0Dò ADT5CÄ0](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**830.**

100121H

[A · Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**831.**

100121E

[B · Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**832.**

100121F

[A · Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

**833.**

100121D

[B · Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[MForest's solution](#)

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