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Unique solved — MagicSpark

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

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

Filters: none

Count: 704

1.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,288 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: [sortings](#)

[MagicSpark's solution](#)

2.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: [bitmasks](#), [greedy](#)

[MagicSpark's solution](#)

3.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[MagicSpark's solution](#)

4.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [games](#), [math](#), [strings](#)

[MagicSpark's solution](#)

5.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#)

[MagicSpark's solution](#)

6.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: [games](#), [implementation](#), [math](#)

[MagicSpark's solution](#)

7.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#)

[MagicSpark's solution](#)

8.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: [dp](#), [greedy](#)

[MagicSpark's solution](#)

9.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [geometry](#), [math](#)

[MagicSpark's solution](#)

10.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[MagicSpark's solution](#)

11.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[MagicSpark's solution](#)

12.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[MagicSpark's solution](#)

13.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[MagicSpark's solution](#)

14.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[MagicSpark's solution](#)

15.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[MagicSpark's solution](#)

16.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[MagicSpark's solution](#)

17.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[MagicSpark's solution](#)

18.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[MagicSpark's solution](#)

19.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[MagicSpark's solution](#)

20.

1186A

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

Quality: 42,452 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation
[MagicSpark's solution](#)

21.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy

[MagicSpark's solution](#)

22.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,650 global accepts · Rating: 800 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MagicSpark's solution](#)

23.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 800 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: implementation

[MagicSpark's solution](#)

24.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-20 · last AC: 2019-02-21 · GNU C++11 (first AC) · Tags: math

[MagicSpark's solution](#)

25.

1108A

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

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: implementation

[MagicSpark's solution](#)

26.

1104A

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

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

[MagicSpark's solution](#)

27.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,801 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[MagicSpark's solution](#)

28.

1087A

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

Rating: 800 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation, strings

[MagicSpark's solution](#)

29.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,273 global accepts · Rating: 800 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: implementation

[MagicSpark's solution](#)

30.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,215 global accepts · Rating: 800 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: sortings

[MagicSpark's solution](#)

31.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,356 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math

[MagicSpark's solution](#)

32.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: math

[MagicSpark's solution](#)

33.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,495 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[MagicSpark's solution](#)

34.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[MagicSpark's solution](#)

35.

1696B

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

Quality: 36,306 global accepts · Rating: 900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[MagicSpark's solution](#)

36.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MagicSpark's solution](#)

37.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 900 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[MagicSpark's solution](#)

38.

1295A

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

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MagicSpark's solution](#)

39.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MagicSpark's solution](#)

40.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MagicSpark's solution](#)

41.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,032 global accepts · Rating: 900 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[MagicSpark's solution](#)

42.

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[MagicSpark's solution](#)

43.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: implementation, math
[MagicSpark's solution](#)

44.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: combinatorics, greedy
[MagicSpark's solution](#)

45.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: greedy, sortings
[MagicSpark's solution](#)

46.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math
[MagicSpark's solution](#)

47.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 900 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[MagicSpark's solution](#)

48.

1093B

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

Quality: 17,702 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[MagicSpark's solution](#)

49.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,903 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[MagicSpark's solution](#)

50.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
[MagicSpark's solution](#)

51.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[MagicSpark's solution](#)

52.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[MagicSpark's solution](#)

53.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation
[MagicSpark's solution](#)

54.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[MagicSpark's solution](#)

55.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[MagicSpark's solution](#)

56.

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: implementation, strings
[MagicSpark's solution](#)

57.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math
[MagicSpark's solution](#)

58.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,435 global accepts · Rating: 1000 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: greedy
[MagicSpark's solution](#)

59.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[MagicSpark's solution](#)

60.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[MagicSpark's solution](#)

61.

1574B

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

Quality: 18,220 global accepts · Rating: 1100 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[MagicSpark's solution](#)

62.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[MagicSpark's solution](#)

63.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,777 global accepts · Rating: 1100 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[MagicSpark's solution](#)

64.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,877 global accepts · Rating: 1100 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[MagicSpark's solution](#)

65.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[MagicSpark's solution](#)

66.

1202A

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

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[MagicSpark's solution](#)

67.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1100 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: math
[MagicSpark's solution](#)

68.

1166B

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

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

69.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[MagicSpark's solution](#)

70.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation, math
[MagicSpark's solution](#)

71.

1108B

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

Quality: 25,191 global accepts · Rating: 1100 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[MagicSpark's solution](#)

72.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-01-20 · last AC: 2019-01-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[MagicSpark's solution](#)

73.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation
[MagicSpark's solution](#)

74.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: —
[MagicSpark's solution](#)

75.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: sortings, strings

[MagicSpark's solution](#)

76.

1437B

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

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-31 · last AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MagicSpark's solution](#)

77.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[MagicSpark's solution](#)

78.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[MagicSpark's solution](#)

79.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[MagicSpark's solution](#)

80.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,342 global accepts · Rating: 1200 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[MagicSpark's solution](#)

81.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[MagicSpark's solution](#)

82.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,330 global accepts · Rating: 1200 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[MagicSpark's solution](#)

83.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MagicSpark's solution](#)

84.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · last AC: 2019-03-23 · GNU C++11 (first AC) · Tags: dp, greedy, math

[MagicSpark's solution](#)

85.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[MagicSpark's solution](#)

86.

1118B

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

Quality: 13,244 global accepts · Rating: 1200 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: implementation

[MagicSpark's solution](#)

87.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,843 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[MagicSpark's solution](#)

88.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[MagicSpark's solution](#)

89.

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[MagicSpark's solution](#)

90.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[MagicSpark's solution](#)

91.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[MagicSpark's solution](#)

92.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[MagicSpark's solution](#)

93.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[MagicSpark's solution](#)

94.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[MagicSpark's solution](#)

95.

1420C1

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

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[MagicSpark's solution](#)

96.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[MagicSpark's solution](#)

97.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[MagicSpark's solution](#)

98.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[MagicSpark's solution](#)

99.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[MagicSpark's solution](#)

100.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: greedy
[MagicSpark's solution](#)

101.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: implementation
[MagicSpark's solution](#)

102.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[MagicSpark's solution](#)

103.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, implementation
[MagicSpark's solution](#)

104.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy
[MagicSpark's solution](#)

105.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,599 global accepts · Rating: 1300 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —
[MagicSpark's solution](#)

106.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[MagicSpark's solution](#)

107.

1893A

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

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

[MagicSpark's solution](#)

108.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[MagicSpark's solution](#)

109.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[MagicSpark's solution](#)

110.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[MagicSpark's solution](#)

111.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[MagicSpark's solution](#)

112.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MagicSpark's solution](#)

113.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1400 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[MagicSpark's solution](#)

114.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[MagicSpark's solution](#)

115.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[MagicSpark's solution](#)

116.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[MagicSpark's solution](#)

117.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[MagicSpark's solution](#)

118.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,227 global accepts · Rating: 1400 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[MagicSpark's solution](#)

119.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[MagicSpark's solution](#)

120.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: geometry

[MagicSpark's solution](#)

121.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[MagicSpark's solution](#)

122.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[MagicSpark's solution](#)

123.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · last AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[MagicSpark's solution](#)

124.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[MagicSpark's solution](#)

125.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[MagicSpark's solution](#)

126.

1466D

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

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[MagicSpark's solution](#)

127.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[MagicSpark's solution](#)

128.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[MagicSpark's solution](#)

129.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[MagicSpark's solution](#)

130.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MagicSpark's solution](#)

131.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,463 global accepts · Rating: 1500 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MagicSpark's solution](#)

132.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MagicSpark's solution](#)

133.

1166C

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

Quality: 11,031 global accepts · Rating: 1500 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[MagicSpark's solution](#)

134.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[MagicSpark's solution](#)

135.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[MagicSpark's solution](#)

136.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[MagicSpark's solution](#)

137.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[MagicSpark's solution](#)

138.

356A

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

Quality: 16,784 global accepts · Rating: 1500 · first AC: 2018-11-04 · last AC: 2019-01-30 · GNU C++11 (first AC) · Tags: data structures, dsu
[MagicSpark's solution](#)

139.

1105C

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

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[MagicSpark's solution](#)

140.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: implementation
[MagicSpark's solution](#)

141.

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: sortings
[MagicSpark's solution](#)

142.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2019-01-01 · GNU C++11 (first AC) · Tags: dfs and similar
[MagicSpark's solution](#)

143.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[MagicSpark's solution](#)

144.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: hashing, implementation, strings
[MagicSpark's solution](#)

145.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[MagicSpark's solution](#)

146.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,290 global accepts · Rating: 1600 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[MagicSpark's solution](#)

147.

1437D

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

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[MagicSpark's solution](#)

148.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[MagicSpark's solution](#)

149.

1295C

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

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[MagicSpark's solution](#)

150.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[MagicSpark's solution](#)

151.

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[MagicSpark's solution](#)

152.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[MagicSpark's solution](#)

153.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: trees

[MagicSpark's solution](#)

154.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[MagicSpark's solution](#)

155.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[MagicSpark's solution](#)

156.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[MagicSpark's solution](#)

157.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,777 global accepts · Rating: 1600 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[MagicSpark's solution](#)

158.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[MagicSpark's solution](#)

159.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2019-02-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[MagicSpark's solution](#)

160.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,237 global accepts · Rating: 1600 · first AC: 2018-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[MagicSpark's solution](#)

161.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation

[MagicSpark's solution](#)

162.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: binary search, sortings

[MagicSpark's solution](#)

163.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[MagicSpark's solution](#)

164.

1893B

[Neutral Tonality](#) · [Tutorial](#)

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

[MagicSpark's solution](#)

165.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MagicSpark's solution](#)

166.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[MagicSpark's solution](#)

167.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[MagicSpark's solution](#)

168.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[MagicSpark's solution](#)

169.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[MagicSpark's solution](#)

170.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[MagicSpark's solution](#)

171.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[MagicSpark's solution](#)

172.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[MagicSpark's solution](#)

173.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[MagicSpark's solution](#)

174.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,695 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[MagicSpark's solution](#)

175.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[MagicSpark's solution](#)

176.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MagicSpark's solution](#)

177.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[MagicSpark's solution](#)

178.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MagicSpark's solution](#)

179.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MagicSpark's solution](#)

180.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[MagicSpark's solution](#)

181.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[MagicSpark's solution](#)

182.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MagicSpark's solution](#)

183.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[MagicSpark's solution](#)

184.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[MagicSpark's solution](#)

185.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[MagicSpark's solution](#)

186.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2019-05-04 · last AC: 2019-05-11 · GNU C++11 (first AC) · Tags: dp, implementation, math

[MagicSpark's solution](#)

187.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[MagicSpark's solution](#)

188.

339D

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

Quality: 32,542 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: data structures, trees

[MagicSpark's solution](#)

189.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MagicSpark's solution](#)

190.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: brute force

[MagicSpark's solution](#)

191.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[MagicSpark's solution](#)

192.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[MagicSpark's solution](#)

193.

1118D2

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

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: binary search, greedy
[MagicSpark's solution](#)

194.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: brute force, greedy
[MagicSpark's solution](#)

195.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[MagicSpark's solution](#)

196.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math
[MagicSpark's solution](#)

197.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[MagicSpark's solution](#)

198.

1087D

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

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation, trees
[MagicSpark's solution](#)

199.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: strings
[MagicSpark's solution](#)

200.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · last AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[MagicSpark's solution](#)

201.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[MagicSpark's solution](#)

202.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MagicSpark's solution](#)

203.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[MagicSpark's solution](#)

204.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[MagicSpark's solution](#)

205.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[MagicSpark's solution](#)

206.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-11-20 · last AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[MagicSpark's solution](#)

207.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1800 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[MagicSpark's solution](#)

208.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[MagicSpark's solution](#)

209.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[MagicSpark's solution](#)

210.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MagicSpark's solution](#)

211.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[MagicSpark's solution](#)

212.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[MagicSpark's solution](#)

213.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[MagicSpark's solution](#)

214.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MagicSpark's solution](#)

215.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[MagicSpark's solution](#)

216.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[MagicSpark's solution](#)

217.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[MagicSpark's solution](#)

218.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[MagicSpark's solution](#)

219.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MagicSpark's solution](#)

220.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MagicSpark's solution](#)

221.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation, math

[MagicSpark's solution](#)

222.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-25 · last AC: 2019-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[MagicSpark's solution](#)

223.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[MagicSpark's solution](#)

224.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[MagicSpark's solution](#)

225.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,574 global accepts · Rating: 1800 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[MagicSpark's solution](#)

226.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,438 global accepts · Rating: 1800 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[MagicSpark's solution](#)

227.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: greedy

[MagicSpark's solution](#)

228.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[MagicSpark's solution](#)

229.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-01-24 · last AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[MagicSpark's solution](#)

230.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: number theory

[MagicSpark's solution](#)

231.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: binary search, interactive

[MagicSpark's solution](#)

232.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,199 global accepts · Rating: 1800 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[MagicSpark's solution](#)

233.

988D

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

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, math

[MagicSpark's solution](#)

234.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[MagicSpark's solution](#)

235.

1887B

[Time Travel · Tutorial](#)

Quality: 3,902 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[MagicSpark's solution](#)

236.

1677C

[Tokitsukaze and Two Colorful Tapes · Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MagicSpark's solution](#)

237.

1475G

[Strange Beauty · Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[MagicSpark's solution](#)

238.

1436D

[Bandit in a City · Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[MagicSpark's solution](#)

239.

1413C

[Perform Easily · Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[MagicSpark's solution](#)

240.

1434A

[Perform Easily · Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[MagicSpark's solution](#)

241.

1428D

[Bouncing Boomerangs · Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MagicSpark's solution](#)

242.

1430E

[String Reversal · Tutorial](#)

Quality: 7,331 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[MagicSpark's solution](#)

243.

1120A

[Diana and Liana · Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[MagicSpark's solution](#)

244.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings
[MagicSpark's solution](#)

245.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
[MagicSpark's solution](#)

246.

1371E1

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

Quality: 5,527 global accepts · Rating: 1900 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[MagicSpark's solution](#)

247.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[MagicSpark's solution](#)

248.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,233 global accepts · Rating: 1900 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[MagicSpark's solution](#)

249.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[MagicSpark's solution](#)

250.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
[MagicSpark's solution](#)

251.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[MagicSpark's solution](#)

252.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[MagicSpark's solution](#)

253.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1900 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings
[MagicSpark's solution](#)

254.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees

[MagicSpark's solution](#)

255.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[MagicSpark's solution](#)

256.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-27 · last AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[MagicSpark's solution](#)

257.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,404 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[MagicSpark's solution](#)

258.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,063 global accepts · Rating: 1900 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[MagicSpark's solution](#)

259.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[MagicSpark's solution](#)

260.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: number theory, strings

[MagicSpark's solution](#)

261.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MagicSpark's solution](#)

262.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1900 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[MagicSpark's solution](#)

263.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,545 global accepts · Rating: 1900 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[MagicSpark's solution](#)

264.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MagicSpark's solution](#)

265.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[MagicSpark's solution](#)

266.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,113 global accepts · Rating: 1900 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: binary search

[MagicSpark's solution](#)

267.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[MagicSpark's solution](#)

268.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[MagicSpark's solution](#)

269.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,840 global accepts · Rating: 1900 · first AC: 2018-12-20 · last AC: 2018-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[MagicSpark's solution](#)

270.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,348 global accepts · Rating: 1900 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: dp

[MagicSpark's solution](#)

271.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp

[MagicSpark's solution](#)

272.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[MagicSpark's solution](#)

273.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[MagicSpark's solution](#)

274.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[MagicSpark's solution](#)

275.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[MagicSpark's solution](#)

276.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[MagicSpark's solution](#)

277.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MagicSpark's solution](#)

278.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[MagicSpark's solution](#)

279.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[MagicSpark's solution](#)

280.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[MagicSpark's solution](#)

281.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[MagicSpark's solution](#)

282.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 2000 · first AC: 2020-03-06 · last AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[MagicSpark's solution](#)

283.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[MagicSpark's solution](#)

284.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[MagicSpark's solution](#)

285.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[MagicSpark's solution](#)

286.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[MagicSpark's solution](#)

287.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[MagicSpark's solution](#)

288.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[MagicSpark's solution](#)

289.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[MagicSpark's solution](#)

290.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[MagicSpark's solution](#)

291.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[MagicSpark's solution](#)

292.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: dp

[MagicSpark's solution](#)

293.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: binary search, greedy

[MagicSpark's solution](#)

294.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[MagicSpark's solution](#)

295.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[MagicSpark's solution](#)

296.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[MagicSpark's solution](#)

297.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: dp

[MagicSpark's solution](#)

298.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[MagicSpark's solution](#)

299.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,423 global accepts · Rating: 2000 · first AC: 2019-01-22 · last AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[MagicSpark's solution](#)

300.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math

[MagicSpark's solution](#)

301.

432D

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

Quality: 11,986 global accepts · Rating: 2000 · first AC: 2018-12-23 · last AC: 2018-12-23 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[MagicSpark's solution](#)

302.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[MagicSpark's solution](#)

303.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: data structures

[MagicSpark's solution](#)

304.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[MagicSpark's solution](#)

305.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[MagicSpark's solution](#)

306.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[MagicSpark's solution](#)

307.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2020-03-05 · last AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings

[MagicSpark's solution](#)

308.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[MagicSpark's solution](#)

309.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MagicSpark's solution](#)

310.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, ternary search

[MagicSpark's solution](#)

311.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[MagicSpark's solution](#)

312.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[MagicSpark's solution](#)

313.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[MagicSpark's solution](#)

314.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[MagicSpark's solution](#)

315.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[MagicSpark's solution](#)

316.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[MagicSpark's solution](#)

317.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[MagicSpark's solution](#)

318.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MagicSpark's solution](#)

319.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[MagicSpark's solution](#)

320.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[MagicSpark's solution](#)

321.

1219I

[The Light Square](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[MagicSpark's solution](#)

322.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[MagicSpark's solution](#)

323.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[MagicSpark's solution](#)

324.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 2100 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[MagicSpark's solution](#)

325.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[MagicSpark's solution](#)

326.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: dp

[MagicSpark's solution](#)

327.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2100 · first AC: 2019-06-08 · last AC: 2019-06-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[MagicSpark's solution](#)

328.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2019-05-25 · last AC: 2019-05-25 · GNU C++11 (first AC) · Tags: dp, sortings

[MagicSpark's solution](#)

329.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[MagicSpark's solution](#)

330.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[MagicSpark's solution](#)

331.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[MagicSpark's solution](#)

332.

1159E

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

Rating: 2100 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math

[MagicSpark's solution](#)

333.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[MagicSpark's solution](#)

334.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-22 · last AC: 2019-04-22 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[MagicSpark's solution](#)

335.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2019-02-24 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, dsu

[MagicSpark's solution](#)

336.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: dp, math, matrices

[MagicSpark's solution](#)

337.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 2100 · first AC: 2019-02-14 · GNU C++11 (first AC) · Tags: dp, graphs

[MagicSpark's solution](#)

338.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: data structures, implementation

[MagicSpark's solution](#)

339.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: 2100 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, greedy

[MagicSpark's solution](#)

340.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, greedy

[MagicSpark's solution](#)

341.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2100 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: dp

[MagicSpark's solution](#)

342.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[MagicSpark's solution](#)

343.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[MagicSpark's solution](#)

344.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[MagicSpark's solution](#)

345.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,242 global accepts · Rating: 2200 · first AC: 2020-08-16 · last AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MagicSpark's solution](#)

346.

1428E

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

Quality: 4,207 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[MagicSpark's solution](#)

347.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[MagicSpark's solution](#)

348.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[MagicSpark's solution](#)

349.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[MagicSpark's solution](#)

350.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MagicSpark's solution](#)

351.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[MagicSpark's solution](#)

352.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-27 · last AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[MagicSpark's solution](#)

353.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[MagicSpark's solution](#)

354.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[MagicSpark's solution](#)

355.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[MagicSpark's solution](#)

356.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[MagicSpark's solution](#)

357.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[MagicSpark's solution](#)

358.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp
[MagicSpark's solution](#)

359.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[MagicSpark's solution](#)

360.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: brute force, implementation
[MagicSpark's solution](#)

361.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[MagicSpark's solution](#)

362.

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[MagicSpark's solution](#)

363.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[MagicSpark's solution](#)

364.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[MagicSpark's solution](#)

365.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[MagicSpark's solution](#)

366.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-03 · last AC: 2019-05-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[MagicSpark's solution](#)

367.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[MagicSpark's solution](#)

368.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2019-04-27 · last AC: 2019-04-27 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[MagicSpark's solution](#)

369.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[MagicSpark's solution](#)

370.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[MagicSpark's solution](#)

371.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: dp

[MagicSpark's solution](#)

372.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[MagicSpark's solution](#)

373.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[MagicSpark's solution](#)

374.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[MagicSpark's solution](#)

375.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-23 · last AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[MagicSpark's solution](#)

376.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 2200 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[MagicSpark's solution](#)

377.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2019-01-06 · last AC: 2019-01-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[MagicSpark's solution](#)

378.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[MagicSpark's solution](#)

379.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-19 · last AC: 2018-12-20 · GNU C++11 (first AC) · Tags: data structures, implementation
[MagicSpark's solution](#)

380.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[MagicSpark's solution](#)

381.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: dp
[MagicSpark's solution](#)

382.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2018-11-02 · last AC: 2018-11-02 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation
[MagicSpark's solution](#)

383.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees
[MagicSpark's solution](#)

384.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[MagicSpark's solution](#)

385.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[MagicSpark's solution](#)

386.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory
[MagicSpark's solution](#)

387.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[MagicSpark's solution](#)

388.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2019-02-23 · last AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[MagicSpark's solution](#)

389.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[MagicSpark's solution](#)

390.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[MagicSpark's solution](#)

391.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[MagicSpark's solution](#)

392.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer
[MagicSpark's solution](#)

393.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[MagicSpark's solution](#)

394.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-08-24 · last AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[MagicSpark's solution](#)

395.

1394B

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

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

396.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[MagicSpark's solution](#)

397.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2019-05-04 · last AC: 2020-04-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation
[MagicSpark's solution](#)

398.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[MagicSpark's solution](#)

399.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[MagicSpark's solution](#)

400.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[MagicSpark's solution](#)

401.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[MagicSpark's solution](#)

402.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[MagicSpark's solution](#)

403.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-12-22 · last AC: 2019-12-09 · GNU C++11 (first AC) · Tags: hashing, strings

[MagicSpark's solution](#)

404.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[MagicSpark's solution](#)

405.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2019-11-06 · last AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[MagicSpark's solution](#)

406.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2019-10-30 · last AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MagicSpark's solution](#)

407.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[MagicSpark's solution](#)

408.

1228E

[Another Filling the Grid · Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[MagicSpark's solution](#)

409.

1198D

[Rectangle Painting 1 · Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MagicSpark's solution](#)

410.

1188B

[Count Pairs · Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[MagicSpark's solution](#)

411.

1182E

[Product Oriented Recurrence · Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[MagicSpark's solution](#)

412.

451E

[Devu and Flowers · Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[MagicSpark's solution](#)

413.

1167F

[Scalar Queries · Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[MagicSpark's solution](#)

414.

1156F

[Card Bag · Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[MagicSpark's solution](#)

415.

1139D

[Steps to One · Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[MagicSpark's solution](#)

416.

1132E

[Knapsack · Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy

[MagicSpark's solution](#)

417.

1132D

[Stressful Training · Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[MagicSpark's solution](#)

418.

1087E

[Vasya and Templates · Tutorial](#)

Rating: 2300 · first AC: 2018-12-24 · last AC: 2018-12-24 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[MagicSpark's solution](#)

419.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[MagicSpark's solution](#)

420.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[MagicSpark's solution](#)

421.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[MagicSpark's solution](#)

422.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[MagicSpark's solution](#)

423.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[MagicSpark's solution](#)

424.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees

[MagicSpark's solution](#)

425.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2020-12-26 · last AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[MagicSpark's solution](#)

426.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MagicSpark's solution](#)

427.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2400 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[MagicSpark's solution](#)

428.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[MagicSpark's solution](#)

429.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[MagicSpark's solution](#)

430.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2020-10-02 · last AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[MagicSpark's solution](#)

431.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[MagicSpark's solution](#)

432.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[MagicSpark's solution](#)

433.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[MagicSpark's solution](#)

434.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[MagicSpark's solution](#)

435.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[MagicSpark's solution](#)

436.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[MagicSpark's solution](#)

437.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[MagicSpark's solution](#)

438.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[MagicSpark's solution](#)

439.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[MagicSpark's solution](#)

440.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[MagicSpark's solution](#)

441.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[MagicSpark's solution](#)

442.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2020-04-19 · last AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MagicSpark's solution](#)

443.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[MagicSpark's solution](#)

444.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[MagicSpark's solution](#)

445.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-03 · last AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[MagicSpark's solution](#)

446.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[MagicSpark's solution](#)

447.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[MagicSpark's solution](#)

448.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[MagicSpark's solution](#)

449.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[MagicSpark's solution](#)

450.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[MagicSpark's solution](#)

451.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings
[MagicSpark's solution](#)

452.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[MagicSpark's solution](#)

453.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[MagicSpark's solution](#)

454.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2019-06-11 · last AC: 2019-06-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[MagicSpark's solution](#)

455.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[MagicSpark's solution](#)

456.

499D

[Name That Tune](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dp, two pointers
[MagicSpark's solution](#)

457.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dp, probabilities, two pointers
[MagicSpark's solution](#)

458.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-07 · last AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[MagicSpark's solution](#)

459.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[MagicSpark's solution](#)

460.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[MagicSpark's solution](#)

461.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[MagicSpark's solution](#)

462.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-15 · last AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[MagicSpark's solution](#)

463.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[MagicSpark's solution](#)

464.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[MagicSpark's solution](#)

465.

301C

[Yaroslav and Algorithm](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2500 · first AC: 2022-02-03 · PHP (first AC) · Tags: constructive algorithms

[MagicSpark's solution](#)

466.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[MagicSpark's solution](#)

467.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[MagicSpark's solution](#)

468.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[MagicSpark's solution](#)

469.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[MagicSpark's solution](#)

470.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[MagicSpark's solution](#)

471.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MagicSpark's solution](#)

472.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[MagicSpark's solution](#)

473.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[MagicSpark's solution](#)

474.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2019-08-09 · last AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[MagicSpark's solution](#)

475.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[MagicSpark's solution](#)

476.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[MagicSpark's solution](#)

477.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[MagicSpark's solution](#)

478.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[MagicSpark's solution](#)

479.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[MagicSpark's solution](#)

480.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[MagicSpark's solution](#)

481.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MagicSpark's solution](#)

482.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[MagicSpark's solution](#)

483.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-10-03 · last AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[MagicSpark's solution](#)

484.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[MagicSpark's solution](#)

485.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2019-08-22 · last AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[MagicSpark's solution](#)

486.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2019-08-15 · last AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[MagicSpark's solution](#)

487.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2019-01-15 · last AC: 2019-07-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[MagicSpark's solution](#)

488.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[MagicSpark's solution](#)

489.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2019-06-09 · last AC: 2019-06-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[MagicSpark's solution](#)

490.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[MagicSpark's solution](#)

491.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2019-03-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[MagicSpark's solution](#)

492.

152E

[Garden](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2500 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, trees

[MagicSpark's solution](#)

493.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, trees

[MagicSpark's solution](#)

494.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-12-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math

[MagicSpark's solution](#)

495.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MagicSpark's solution](#)

496.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[MagicSpark's solution](#)

497.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[MagicSpark's solution](#)

498.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[MagicSpark's solution](#)

499.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[MagicSpark's solution](#)

500.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[MagicSpark's solution](#)

501.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[MagicSpark's solution](#)

502.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[MagicSpark's solution](#)

503.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[MagicSpark's solution](#)

504.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · last AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[MagicSpark's solution](#)

505.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[MagicSpark's solution](#)

506.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[MagicSpark's solution](#)

507.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[MagicSpark's solution](#)

508.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[MagicSpark's solution](#)

509.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[MagicSpark's solution](#)

510.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[MagicSpark's solution](#)

511.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[MagicSpark's solution](#)

512.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MagicSpark's solution](#)

513.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[MagicSpark's solution](#)

514.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[MagicSpark's solution](#)

515.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[MagicSpark's solution](#)

516.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[MagicSpark's solution](#)

517.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[MagicSpark's solution](#)

518.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[MagicSpark's solution](#)

519.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-03-02 · last AC: 2020-02-22 · GNU C++11 (first AC) · Tags: data structures, trees

[MagicSpark's solution](#)

520.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-15 · last AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[MagicSpark's solution](#)

521.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[MagicSpark's solution](#)

522.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry, greedy

[MagicSpark's solution](#)

523.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-01 · last AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[MagicSpark's solution](#)

524.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[MagicSpark's solution](#)

525.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[MagicSpark's solution](#)

526.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, shortest paths

[MagicSpark's solution](#)

527.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[MagicSpark's solution](#)

528.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, expression parsing

[MagicSpark's solution](#)

529.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[MagicSpark's solution](#)

530.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2019-06-19 · last AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, dp

[MagicSpark's solution](#)

531.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-30 · last AC: 2019-04-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[MagicSpark's solution](#)

532.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,945 global accepts · Rating: 2600 · first AC: 2019-03-23 · last AC: 2019-03-23 · GNU C++11 (first AC) · Tags: greedy

[MagicSpark's solution](#)

533.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[MagicSpark's solution](#)

534.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings

[MagicSpark's solution](#)

535.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[MagicSpark's solution](#)

536.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[MagicSpark's solution](#)

537.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[MagicSpark's solution](#)

538.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[MagicSpark's solution](#)

539.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[MagicSpark's solution](#)

540.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[MagicSpark's solution](#)

541.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[MagicSpark's solution](#)

542.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[MagicSpark's solution](#)

543.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-11-22 · last AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[MagicSpark's solution](#)

544.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[MagicSpark's solution](#)

545.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[MagicSpark's solution](#)

546.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2700 · first AC: 2020-02-06 · last AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[MagicSpark's solution](#)

547.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[MagicSpark's solution](#)

548.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[MagicSpark's solution](#)

549.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[MagicSpark's solution](#)

550.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[MagicSpark's solution](#)

551.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[MagicSpark's solution](#)

552.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[MagicSpark's solution](#)

553.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[MagicSpark's solution](#)

554.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[MagicSpark's solution](#)

555.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[MagicSpark's solution](#)

556.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[MagicSpark's solution](#)

557.

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-11-08 · last AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[MagicSpark's solution](#)

558.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[MagicSpark's solution](#)

559.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2019-06-14 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[MagicSpark's solution](#)

560.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[MagicSpark's solution](#)

561.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[MagicSpark's solution](#)

562.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[MagicSpark's solution](#)

563.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[MagicSpark's solution](#)

564.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[MagicSpark's solution](#)

565.

1684G

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Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[MagicSpark's solution](#)

566.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[MagicSpark's solution](#)

567.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[MagicSpark's solution](#)

568.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[MagicSpark's solution](#)

569.

1672F2

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Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[MagicSpark's solution](#)

570.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

meet-in-the-middle, two pointers

[MagicSpark's solution](#)

571.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2020-12-12 · last AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MagicSpark's solution](#)

572.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[MagicSpark's solution](#)

573.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[MagicSpark's solution](#)

574.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[MagicSpark's solution](#)

575.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[MagicSpark's solution](#)

576.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[MagicSpark's solution](#)

577.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[MagicSpark's solution](#)

578.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[MagicSpark's solution](#)

579.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-08-01 · last AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[MagicSpark's solution](#)

580.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[MagicSpark's solution](#)

581.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[MagicSpark's solution](#)

582.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[MagicSpark's solution](#)

583.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2020-03-04 · last AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, geometry, trees

[MagicSpark's solution](#)

584.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[MagicSpark's solution](#)

585.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-27 · last AC: 2019-04-27 · GNU C++11 (first AC) · Tags: brute force, dp, graphs

[MagicSpark's solution](#)

586.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[MagicSpark's solution](#)

587.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[MagicSpark's solution](#)

588.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[MagicSpark's solution](#)

589.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[MagicSpark's solution](#)

590.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[MagicSpark's solution](#)

591.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[MagicSpark's solution](#)

592.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[MagicSpark's solution](#)

593.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[MagicSpark's solution](#)

594.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp
[MagicSpark's solution](#)

595.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, matrices
[MagicSpark's solution](#)

596.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[MagicSpark's solution](#)

597.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[MagicSpark's solution](#)

598.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, trees
[MagicSpark's solution](#)

599.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[MagicSpark's solution](#)

600.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows
[MagicSpark's solution](#)

601.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-12 · last AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory
[MagicSpark's solution](#)

602.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-12-05 · last AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[MagicSpark's solution](#)

603.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities
[MagicSpark's solution](#)

604.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2019-07-20 · last AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math
[MagicSpark's solution](#)

605.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms
[MagicSpark's solution](#)

606.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: strings
[MagicSpark's solution](#)

607.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[MagicSpark's solution](#)

608.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees
[MagicSpark's solution](#)

609.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[MagicSpark's solution](#)

610.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[MagicSpark's solution](#)

611.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings
[MagicSpark's solution](#)

612.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[MagicSpark's solution](#)

613.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[MagicSpark's solution](#)

614.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[MagicSpark's solution](#)

615.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[MagicSpark's solution](#)

616.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[MagicSpark's solution](#)

617.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[MagicSpark's solution](#)

618.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MagicSpark's solution](#)

619.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[MagicSpark's solution](#)

620.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[MagicSpark's solution](#)

621.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[MagicSpark's solution](#)

622.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[MagicSpark's solution](#)

623.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[MagicSpark's solution](#)

624.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[MagicSpark's solution](#)

625.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[MagicSpark's solution](#)

626.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[MagicSpark's solution](#)

627.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[MagicSpark's solution](#)

628.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[MagicSpark's solution](#)

629.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[MagicSpark's solution](#)

630.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MagicSpark's solution](#)

631.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[MagicSpark's solution](#)

632.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[MagicSpark's solution](#)

633.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[MagicSpark's solution](#)

634.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy

[MagicSpark's solution](#)

635.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[MagicSpark's solution](#)

636.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[MagicSpark's solution](#)

637.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[MagicSpark's solution](#)

638.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[MagicSpark's solution](#)

639.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[MagicSpark's solution](#)

640.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[MagicSpark's solution](#)

641.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[MagicSpark's solution](#)

642.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[MagicSpark's solution](#)

643.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[MagicSpark's solution](#)

644.

105484L

[\\$P \oplus Q = R\\$](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

645.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

646.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

647.

105484F

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

648.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

649.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

650.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

651.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

652.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

653.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicSpark's solution](#)

654.

104008I

[Invincible Hotwheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

655.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

656.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

657.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

658.

104008J

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

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

659.

104008C

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

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

660.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

661.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

662.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

663.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MagicSpark's solution](#)

664.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[MagicSpark's solution](#)

665.

undefined514

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

666.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

667.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · last AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

668.

100876J

[Buying roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

669.

undefined214

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · last AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[MagicSpark's solution](#)

670.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · last AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: *special

[MagicSpark's solution](#)

671.

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

672.

undefined298

[King Berl VI](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · last AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: *special

[MagicSpark's solution](#)

673.

undefined216

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

674.

undefined282

[Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

675.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

676.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

677.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

678.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

679.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

680.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

681.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicSpark's solution](#)

682.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[MagicSpark's solution](#)

683.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

684.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

685.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · last AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

686.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · last AC: 2019-07-02 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

687.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · last AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

688.

100153F

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

Rating: — · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicSpark's solution](#)

689.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

690.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

691.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

692.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

693.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

694.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

695.

undefined183

[Painting the balls](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: *special

[MagicSpark's solution](#)

696.

101669L

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

Rating: — · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

697.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

698.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · last AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

699.

101623K

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

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

700.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

701.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · last AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

702.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

703.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)

704.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[MagicSpark's solution](#)