

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

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# Unique solved — MagicalFlower

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

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

Filters: none

Count: 1,106

1.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[MagicalFlower's solution](#)

2.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[MagicalFlower's solution](#)

3.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[MagicalFlower's solution](#)

4.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[MagicalFlower's solution](#)

5.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[MagicalFlower's solution](#)

6.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[MagicalFlower's solution](#)

7.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,292 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings  
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8.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[MagicalFlower's solution](#)

9.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,695 global accepts · Rating: 800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[MagicalFlower's solution](#)

**10.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[MagicalFlower's solution](#)

**11.**

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,945 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

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**12.**

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[MagicalFlower's solution](#)

**13.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[MagicalFlower's solution](#)

**14.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**15.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[MagicalFlower's solution](#)

**16.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[MagicalFlower's solution](#)

**17.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[MagicalFlower's solution](#)

**18.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,581 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[MagicalFlower's solution](#)

**19.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[MagicalFlower's solution](#)

**20.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[MagicalFlower's solution](#)

## 21.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

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## 22.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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## 23.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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## 24.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

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## 25.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 800 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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## 26.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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## 27.

1656A

[Good Pairs](#) · [Tutorial](#)

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## 28.

1654B

[Prefix Removals](#) · [Tutorial](#)

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## 29.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

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## 30.

1637A

[Sorting Parts](#) · [Tutorial](#)

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**31.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

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**32.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

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**33.**

1392B

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

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**34.**

1392A

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

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**35.**

1624A

[Plus One on the Subset](#) · [Tutorial](#)

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**36.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

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**37.**

1616A

[Integer Diversity](#) · [Tutorial](#)

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**38.**

1615A

[Closing The Gap](#) · [Tutorial](#)

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**39.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

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**40.**

1612A

[Distance](#) · [Tutorial](#)

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**41.**

1593A

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**42.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

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**43.**

1607A

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Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**44.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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**45.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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**46.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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**47.**

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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**48.**

1569A

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

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**49.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

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**50.**

1553A

[Digits Sum](#) · [Tutorial](#)

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**51.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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**52.**

1530A

[Binary Decimal](#) · [Tutorial](#)

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**53.**

1547B

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**54.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

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**55.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: implementation

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**56.**

1534A

[Colour the Flag](#) · [Tutorial](#)

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**57.**

1525A

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**58.**

1527A

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**59.**

1515A

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**60.**

1511A

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**61.**

1506A

[Strange Table](#) · [Tutorial](#)

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**62.**

1209A

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

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**63.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

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**64.**

1491A

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Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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**65.**

1473A

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

Quality: 37,421 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

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**66.**

1466B

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

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

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**67.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

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

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**68.**

1455A

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**69.**

1443A

[Kids Seating](#) · [Tutorial](#)

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**70.**

1433B

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Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**71.**

1433A

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Quality: 62,638 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**72.**

1436A

[Reorder](#) · [Tutorial](#)

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**73.**

1408A

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**74.**

1400A

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**75.**

1372A

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Quality: 33,480 global accepts · Rating: 800 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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**76.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation

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**77.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

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**78.**

1296A

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

Quality: 48,337 global accepts · Rating: 800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

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**79.**

1257A

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Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, math

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**80.**

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: brute force

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**81.**

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: math

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**82.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

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**83.**

1200A

[Hotelier](#) · [Tutorial](#)

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**84.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy

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**85.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

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**86.**

1087A

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

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

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**87.**

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

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**88.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**89.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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**90.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,527 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**91.**

1696B

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

Quality: 36,306 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**92.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,929 global accepts · Rating: 900 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**93.**

1609A

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

Quality: 18,894 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

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**94.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

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**95.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**96.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,638 global accepts · Rating: 900 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

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**97.**

1588A

[Two Arrays](#) · [Tutorial](#)

Quality: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings

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**98.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,437 global accepts · Rating: 900 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

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**99.**

991B

[Getting an A](#) · [Tutorial](#)

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**100.**

1525B

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**101.**

1433C

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Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**102.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MagicalFlower's solution](#)

**103.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[MagicalFlower's solution](#)

**104.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,693 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[MagicalFlower's solution](#)

**105.**

1295A

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

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[MagicalFlower's solution](#)

**106.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: math

[MagicalFlower's solution](#)

**107.**

1282A

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

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

[MagicalFlower's solution](#)

**108.**

1272A

[Three Friends](#) · [Tutorial](#)

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

[MagicalFlower's solution](#)

**109.**

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: math, number theory

[MagicalFlower's solution](#)

**110.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

[MagicalFlower's solution](#)

**111.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[MagicalFlower's solution](#)

**112.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[MagicalFlower's solution](#)

**113.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[MagicalFlower's solution](#)

**114.**

1876A

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

Quality: 34,904 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[MagicalFlower's solution](#)

**115.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[MagicalFlower's solution](#)

**116.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[MagicalFlower's solution](#)

**117.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[MagicalFlower's solution](#)

**118.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MagicalFlower's solution](#)

**119.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[MagicalFlower's solution](#)

**120.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,467 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[MagicalFlower's solution](#)

**121.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[MagicalFlower's solution](#)

**122.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[MagicalFlower's solution](#)

**123.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[MagicalFlower's solution](#)

**124.**

1607C

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

Quality: 26,835 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[MagicalFlower's solution](#)

**125.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[MagicalFlower's solution](#)

**126.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MagicalFlower's solution](#)

**127.**

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: implementation

[MagicalFlower's solution](#)

**128.**

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[MagicalFlower's solution](#)

**129.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,614 global accepts · Rating: 1000 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[MagicalFlower's solution](#)

**130.**

1438B

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

Quality: 29,060 global accepts · Rating: 1000 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[MagicalFlower's solution](#)

**131.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[MagicalFlower's solution](#)

**132.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,089 global accepts · Rating: 1000 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[MagicalFlower's solution](#)

**133.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: implementation

[MagicalFlower's solution](#)

**134.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,831 global accepts · Rating: 1000 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[MagicalFlower's solution](#)

**135.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[MagicalFlower's solution](#)

**136.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[MagicalFlower's solution](#)

**137.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,523 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math

[MagicalFlower's solution](#)

**138.**

1245A

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

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[MagicalFlower's solution](#)

**139.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: implementation

[MagicalFlower's solution](#)

**140.**

1234B1

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

Quality: 19,766 global accepts · Rating: 1000 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: implementation

[MagicalFlower's solution](#)

**141.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation

[MagicalFlower's solution](#)

**142.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[MagicalFlower's solution](#)

**143.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[MagicalFlower's solution](#)

**144.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[MagicalFlower's solution](#)

**145.**

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[MagicalFlower's solution](#)

**146.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[MagicalFlower's solution](#)

**147.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[MagicalFlower's solution](#)

**148.**

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[MagicalFlower's solution](#)

**149.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[MagicalFlower's solution](#)

**150.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[MagicalFlower's solution](#)

**151.**

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[MagicalFlower's solution](#)

**152.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MagicalFlower's solution](#)

**153.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[MagicalFlower's solution](#)

**154.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[MagicalFlower's solution](#)

**155.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MagicalFlower's solution](#)

**156.**

1575A

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

Quality: 5,181 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[MagicalFlower's solution](#)

**157.**

1574B

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

Quality: 18,220 global accepts · Rating: 1100 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[MagicalFlower's solution](#)

**158.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[MagicalFlower's solution](#)

**159.**

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[MagicalFlower's solution](#)

**160.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MagicalFlower's solution](#)

**161.**

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[MagicalFlower's solution](#)

**162.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[MagicalFlower's solution](#)

**163.**

1455C

[Ping-pong](#) · [Tutorial](#)

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

[MagicalFlower's solution](#)

**164.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,391 global accepts · Rating: 1100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MagicalFlower's solution](#)

**165.**

1375A

[Sign Flipping](#) · [Tutorial](#)

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

[MagicalFlower's solution](#)

**166.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: data structures, implementation

[MagicalFlower's solution](#)

**167.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: —

[MagicalFlower's solution](#)

**168.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[MagicalFlower's solution](#)

**169.**

1909B

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

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[MagicalFlower's solution](#)

**170.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[MagicalFlower's solution](#)

**171.**

1799B

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

Quality: 12,739 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[MagicalFlower's solution](#)

**172.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MagicalFlower's solution](#)

**173.**

1656C

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

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

[MagicalFlower's solution](#)

**174.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[MagicalFlower's solution](#)

**175.**

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MagicalFlower's solution](#)

**176.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[MagicalFlower's solution](#)

**177.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MagicalFlower's solution](#)

**178.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[MagicalFlower's solution](#)

**179.**

1527B1

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

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[MagicalFlower's solution](#)

**180.**

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[MagicalFlower's solution](#)

**181.**

1455B

[Jumps](#) · [Tutorial](#)

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

[MagicalFlower's solution](#)

**182.**

1433D

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

Quality: 30,571 global accepts · Rating: 1200 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar

[MagicalFlower's solution](#)

**183.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 1200 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: implementation

[MagicalFlower's solution](#)

**184.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

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

[MagicalFlower's solution](#)

**185.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,622 global accepts · Rating: 1200 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: math

[MagicalFlower's solution](#)

**186.**

1272C

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

Quality: 30,735 global accepts · Rating: 1200 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[MagicalFlower's solution](#)

**187.**

1272B

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

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

[MagicalFlower's solution](#)

**188.**

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · last AC: 2019-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[MagicalFlower's solution](#)

**189.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1200 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[MagicalFlower's solution](#)

**190.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MagicalFlower's solution](#)

**191.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, math

[MagicalFlower's solution](#)

**192.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[MagicalFlower's solution](#)

**193.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[MagicalFlower's solution](#)

**194.**

1942C1

[Bessie's Birthday Cake \(Easy Version\) · Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[MagicalFlower's solution](#)

**195.**

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

[MagicalFlower's solution](#)

**196.**

1870C

[Colorful Table · Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[MagicalFlower's solution](#)

**197.**

1815A

[Ian and Array Sorting · Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MagicalFlower's solution](#)

**198.**

1776H

[Beppa and SwerChat · Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[MagicalFlower's solution](#)

**199.**

1774C

[Ice and Fire · Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[MagicalFlower's solution](#)

**200.**

1746C

[Permutation Operations · Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MagicalFlower's solution](#)

**201.**

1737B

[Ela's Fitness and the Luxury Number · Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[MagicalFlower's solution](#)

**202.**

1726C

[Jatayu's Balanced Bracket Sequence · Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[MagicalFlower's solution](#)

**203.**

1661B

[Getting Zero · Tutorial](#)

Quality: 20,665 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[MagicalFlower's solution](#)

## 204.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[MagicalFlower's solution](#)

## 205.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[MagicalFlower's solution](#)

## 206.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,798 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[MagicalFlower's solution](#)

## 207.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[MagicalFlower's solution](#)

## 208.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[MagicalFlower's solution](#)

## 209.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[MagicalFlower's solution](#)

## 210.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[MagicalFlower's solution](#)

## 211.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MagicalFlower's solution](#)

## 212.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[MagicalFlower's solution](#)

## 213.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-24 · last AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp,

hashing, implementation, strings

[MagicalFlower's solution](#)

**214.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MagicalFlower's solution](#)

**215.**

1534C

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

Quality: 13,805 global accepts · Rating: 1300 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[MagicalFlower's solution](#)

**216.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[MagicalFlower's solution](#)

**217.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[MagicalFlower's solution](#)

**218.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[MagicalFlower's solution](#)

**219.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1300 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[MagicalFlower's solution](#)

**220.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,835 global accepts · Rating: 1300 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[MagicalFlower's solution](#)

**221.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[MagicalFlower's solution](#)

**222.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,067 global accepts · Rating: 1300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[MagicalFlower's solution](#)

**223.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[MagicalFlower's solution](#)

**224.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1300 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[MagicalFlower's solution](#)

**225.**

1234B2

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

Quality: 18,442 global accepts · Rating: 1300 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[MagicalFlower's solution](#)

**226.**

1217A

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

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

[MagicalFlower's solution](#)

**227.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,248 global accepts · Rating: 1300 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation, math

[MagicalFlower's solution](#)

**228.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[MagicalFlower's solution](#)

**229.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[MagicalFlower's solution](#)

**230.**

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MagicalFlower's solution](#)

**231.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[MagicalFlower's solution](#)

**232.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[MagicalFlower's solution](#)

**233.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[MagicalFlower's solution](#)

**234.**

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

[MagicalFlower's solution](#)

**235.**

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

[MagicalFlower's solution](#)

**236.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[MagicalFlower's solution](#)

**237.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,313 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[MagicalFlower's solution](#)

**238.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[MagicalFlower's solution](#)

**239.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MagicalFlower's solution](#)

**240.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[MagicalFlower's solution](#)

**241.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MagicalFlower's solution](#)

**242.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[MagicalFlower's solution](#)

**243.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[MagicalFlower's solution](#)

**244.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[MagicalFlower's solution](#)

## 245.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[MagicalFlower's solution](#)

## 246.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,576 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[MagicalFlower's solution](#)

## 247.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,794 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[MagicalFlower's solution](#)

## 248.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[MagicalFlower's solution](#)

## 249.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[MagicalFlower's solution](#)

## 250.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[MagicalFlower's solution](#)

## 251.

1506D

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

Quality: 25,531 global accepts · Rating: 1400 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[MagicalFlower's solution](#)

## 252.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[MagicalFlower's solution](#)

## 253.

1443C

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

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[MagicalFlower's solution](#)

## 254.

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[MagicalFlower's solution](#)

**255.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,000 global accepts · Rating: 1400 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MagicalFlower's solution](#)

**256.**

1316B

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

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

[MagicalFlower's solution](#)

**257.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,656 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[MagicalFlower's solution](#)

**258.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[MagicalFlower's solution](#)

**259.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[MagicalFlower's solution](#)

**260.**

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[MagicalFlower's solution](#)

**261.**

1245C

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

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

[MagicalFlower's solution](#)

**262.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: binary search, greedy

[MagicalFlower's solution](#)

**263.**

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: implementation

[MagicalFlower's solution](#)

**264.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: math, number theory

[MagicalFlower's solution](#)

**265.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,246 global accepts · Rating: 1400 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[MagicalFlower's solution](#)

**266.**

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

[MagicalFlower's solution](#)

**267.**

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[MagicalFlower's solution](#)

**268.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[MagicalFlower's solution](#)

**269.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[MagicalFlower's solution](#)

**270.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[MagicalFlower's solution](#)

**271.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[MagicalFlower's solution](#)

**272.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MagicalFlower's solution](#)

**273.**

1368B

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

Quality: 21,419 global accepts · Rating: 1500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[MagicalFlower's solution](#)

**274.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[MagicalFlower's solution](#)

**275.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[MagicalFlower's solution](#)

**276.**

1616C

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

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[MagicalFlower's solution](#)

**277.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[MagicalFlower's solution](#)

**278.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[MagicalFlower's solution](#)

**279.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[MagicalFlower's solution](#)

**280.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MagicalFlower's solution](#)

**281.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,510 global accepts · Rating: 1500 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, implementation

[MagicalFlower's solution](#)

**282.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[MagicalFlower's solution](#)

**283.**

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings

[MagicalFlower's solution](#)

**284.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2021-07-05 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: binary search, math

[MagicalFlower's solution](#)

**285.**

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[MagicalFlower's solution](#)

**286.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MagicalFlower's solution](#)

**287.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MagicalFlower's solution](#)

**288.**

1466D

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

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[MagicalFlower's solution](#)

**289.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[MagicalFlower's solution](#)

**290.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[MagicalFlower's solution](#)

**291.**

1416A

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

Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[MagicalFlower's solution](#)

**292.**

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[MagicalFlower's solution](#)

**293.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MagicalFlower's solution](#)

**294.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[MagicalFlower's solution](#)

**295.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[MagicalFlower's solution](#)

**296.**

1296C

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

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, implementation  
[MagicalFlower's solution](#)

**297.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[MagicalFlower's solution](#)

**298.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1500 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: brute force, implementation  
[MagicalFlower's solution](#)

**299.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math  
[MagicalFlower's solution](#)

**300.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: brute force, dp  
[MagicalFlower's solution](#)

**301.**

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: greedy, implementation  
[MagicalFlower's solution](#)

**302.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: dp, implementation  
[MagicalFlower's solution](#)

**303.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,663 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers  
[MagicalFlower's solution](#)

**304.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy  
[MagicalFlower's solution](#)

**305.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, sortings  
[MagicalFlower's solution](#)

**306.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math,

number theory

[MagicalFlower's solution](#)

**307.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[MagicalFlower's solution](#)

**308.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[MagicalFlower's solution](#)

**309.**

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[MagicalFlower's solution](#)

**310.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[MagicalFlower's solution](#)

**311.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[MagicalFlower's solution](#)

**312.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[MagicalFlower's solution](#)

**313.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[MagicalFlower's solution](#)

**314.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[MagicalFlower's solution](#)

**315.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[MagicalFlower's solution](#)

**316.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[MagicalFlower's solution](#)

**317.**

1610C

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

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[MagicalFlower's solution](#)

**318.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[MagicalFlower's solution](#)

**319.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[MagicalFlower's solution](#)

**320.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MagicalFlower's solution](#)

**321.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[MagicalFlower's solution](#)

**322.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MagicalFlower's solution](#)

**323.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[MagicalFlower's solution](#)

**324.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[MagicalFlower's solution](#)

**325.**

1527C

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

Quality: 14,976 global accepts · Rating: 1600 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[MagicalFlower's solution](#)

**326.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MagicalFlower's solution](#)

**327.**

1476C

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

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

[MagicalFlower's solution](#)

**328.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,291 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MagicalFlower's solution](#)

**329.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

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

[MagicalFlower's solution](#)

**330.**

1396A

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

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

[MagicalFlower's solution](#)

**331.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[MagicalFlower's solution](#)

**332.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[MagicalFlower's solution](#)

**333.**

1295C

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

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[MagicalFlower's solution](#)

**334.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1600 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[MagicalFlower's solution](#)

**335.**

1282B2

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

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

[MagicalFlower's solution](#)

**336.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dp, greedy, math

[MagicalFlower's solution](#)

**337.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures

[MagicalFlower's solution](#)

**338.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[MagicalFlower's solution](#)

**339.**

1087C

[Connect Three](#) · [Tutorial](#)

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

[MagicalFlower's solution](#)

**340.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[MagicalFlower's solution](#)

**341.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[MagicalFlower's solution](#)

**342.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[MagicalFlower's solution](#)

**343.**

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

[MagicalFlower's solution](#)

**344.**

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

[MagicalFlower's solution](#)

**345.**

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

[MagicalFlower's solution](#)

**346.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[MagicalFlower's solution](#)

**347.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[MagicalFlower's solution](#)

**348.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[MagicalFlower's solution](#)

**349.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[MagicalFlower's solution](#)

**350.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[MagicalFlower's solution](#)

**351.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[MagicalFlower's solution](#)

**352.**

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[MagicalFlower's solution](#)

**353.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[MagicalFlower's solution](#)

**354.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[MagicalFlower's solution](#)

**355.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[MagicalFlower's solution](#)

**356.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[MagicalFlower's solution](#)

**357.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[MagicalFlower's solution](#)

**358.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[MagicalFlower's solution](#)

**359.**

1491C

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

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

**360.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search  
[MagicalFlower's solution](#)

**361.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation  
[MagicalFlower's solution](#)

**362.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings  
[MagicalFlower's solution](#)

**363.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,654 global accepts · Rating: 1700 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[MagicalFlower's solution](#)

**364.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[MagicalFlower's solution](#)

**365.**

1361A

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

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings  
[MagicalFlower's solution](#)

**366.**

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths  
[MagicalFlower's solution](#)

**367.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings  
[MagicalFlower's solution](#)

**368.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[MagicalFlower's solution](#)

**369.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[MagicalFlower's solution](#)

**370.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1700 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[MagicalFlower's solution](#)

**371.**

1087D

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

Rating: 1700 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: implementation, trees

[MagicalFlower's solution](#)

**372.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · last AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[MagicalFlower's solution](#)

**373.**

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: greedy

[MagicalFlower's solution](#)

**374.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[MagicalFlower's solution](#)

**375.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[MagicalFlower's solution](#)

**376.**

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[MagicalFlower's solution](#)

**377.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[MagicalFlower's solution](#)

**378.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[MagicalFlower's solution](#)

**379.**

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths  
[MagicalFlower's solution](#)

**380.**

1824B1

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

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees  
[MagicalFlower's solution](#)

**381.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[MagicalFlower's solution](#)

**382.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[MagicalFlower's solution](#)

**383.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[MagicalFlower's solution](#)

**384.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[MagicalFlower's solution](#)

**385.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[MagicalFlower's solution](#)

**386.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math  
[MagicalFlower's solution](#)

**387.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[MagicalFlower's solution](#)

**388.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[MagicalFlower's solution](#)

**389.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[MagicalFlower's solution](#)

**390.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[MagicalFlower's solution](#)

**391.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[MagicalFlower's solution](#)

**392.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[MagicalFlower's solution](#)

**393.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[MagicalFlower's solution](#)

**394.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MagicalFlower's solution](#)

**395.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MagicalFlower's solution](#)

**396.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[MagicalFlower's solution](#)

**397.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: number theory

[MagicalFlower's solution](#)

**398.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, interactive

[MagicalFlower's solution](#)

**399.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[MagicalFlower's solution](#)

**400.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy  
[MagicalFlower's solution](#)

**401.**

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math  
[MagicalFlower's solution](#)

**402.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[MagicalFlower's solution](#)

**403.**

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math  
[MagicalFlower's solution](#)

**404.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[MagicalFlower's solution](#)

**405.**

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[MagicalFlower's solution](#)

**406.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy  
[MagicalFlower's solution](#)

**407.**

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[MagicalFlower's solution](#)

**408.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search  
[MagicalFlower's solution](#)

**409.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings  
[MagicalFlower's solution](#)

**410.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[MagicalFlower's solution](#)

**411.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[MagicalFlower's solution](#)

**412.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[MagicalFlower's solution](#)

**413.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[MagicalFlower's solution](#)

**414.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[MagicalFlower's solution](#)

**415.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2019-12-10 · last AC: 2019-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[MagicalFlower's solution](#)

**416.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MagicalFlower's solution](#)

**417.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[MagicalFlower's solution](#)

**418.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[MagicalFlower's solution](#)

**419.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[MagicalFlower's solution](#)

**420.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[MagicalFlower's solution](#)

**421.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[MagicalFlower's solution](#)

**422.**

1799D1

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

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[MagicalFlower's solution](#)

**423.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[MagicalFlower's solution](#)

**424.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[MagicalFlower's solution](#)

**425.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[MagicalFlower's solution](#)

**426.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[MagicalFlower's solution](#)

**427.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees  
[MagicalFlower's solution](#)

**428.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[MagicalFlower's solution](#)

**429.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings  
[MagicalFlower's solution](#)

**430.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[MagicalFlower's solution](#)

**431.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[MagicalFlower's solution](#)

**432.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MagicalFlower's solution](#)

**433.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MagicalFlower's solution](#)

**434.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[MagicalFlower's solution](#)

**435.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[MagicalFlower's solution](#)

**436.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,113 global accepts · Rating: 1900 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[MagicalFlower's solution](#)

**437.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[MagicalFlower's solution](#)

**438.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[MagicalFlower's solution](#)

**439.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[MagicalFlower's solution](#)

**440.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings  
[MagicalFlower's solution](#)

**441.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math  
[MagicalFlower's solution](#)

**442.**

1547F

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

Quality: 6,949 global accepts · Rating: 1900 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers  
[MagicalFlower's solution](#)

**443.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · last AC: 2021-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy  
[MagicalFlower's solution](#)

**444.**

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, games  
[MagicalFlower's solution](#)

**445.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation  
[MagicalFlower's solution](#)

**446.**

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[MagicalFlower's solution](#)

**447.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, greedy  
[MagicalFlower's solution](#)

**448.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · last AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[MagicalFlower's solution](#)

**449.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees  
[MagicalFlower's solution](#)

**450.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[MagicalFlower's solution](#)

**451.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[MagicalFlower's solution](#)

**452.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1900 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[MagicalFlower's solution](#)

**453.**

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[MagicalFlower's solution](#)

**454.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[MagicalFlower's solution](#)

**455.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[MagicalFlower's solution](#)

**456.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

[MagicalFlower's solution](#)

**457.**

1208D

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

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[MagicalFlower's solution](#)

**458.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[MagicalFlower's solution](#)

**459.**

1984D

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

Quality: 3,878 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[MagicalFlower's solution](#)

**460.**

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  
[MagicalFlower's solution](#)

**461.**

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  
[MagicalFlower's solution](#)

**462.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,303 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[MagicalFlower's solution](#)

**463.**

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[MagicalFlower's solution](#)

**464.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees  
[MagicalFlower's solution](#)

**465.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[MagicalFlower's solution](#)

**466.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[MagicalFlower's solution](#)

**467.**

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory  
[MagicalFlower's solution](#)

**468.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[MagicalFlower's solution](#)

**469.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings  
[MagicalFlower's solution](#)

**470.**

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[MagicalFlower's solution](#)

**471.**

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[MagicalFlower's solution](#)

**472.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[MagicalFlower's solution](#)

**473.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[MagicalFlower's solution](#)

**474.**

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[MagicalFlower's solution](#)

**475.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[MagicalFlower's solution](#)

**476.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[MagicalFlower's solution](#)

**477.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MagicalFlower's solution](#)

**478.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[MagicalFlower's solution](#)

**479.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[MagicalFlower's solution](#)

**480.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,625 global accepts · Rating: 2000 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[MagicalFlower's solution](#)

**481.**

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MagicalFlower's solution](#)

**482.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[MagicalFlower's solution](#)

**483.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[MagicalFlower's solution](#)

**484.**

1426F

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

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[MagicalFlower's solution](#)

**485.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 2000 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[MagicalFlower's solution](#)

**486.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[MagicalFlower's solution](#)

**487.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[MagicalFlower's solution](#)

**488.**

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[MagicalFlower's solution](#)

**489.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[MagicalFlower's solution](#)

**490.**

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-12-10 · last AC: 2019-12-10 · GNU C++11 (first AC) · Tags: greedy, strings  
[MagicalFlower's solution](#)

**491.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[MagicalFlower's solution](#)

**492.**

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings  
[MagicalFlower's solution](#)

**493.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2019-10-27 · last AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, greedy  
[MagicalFlower's solution](#)

**494.**

1229B

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

Rating: 2000 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees  
[MagicalFlower's solution](#)

**495.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings  
[MagicalFlower's solution](#)

**496.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees  
[MagicalFlower's solution](#)

**497.**

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  
[MagicalFlower's solution](#)

**498.**

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[MagicalFlower's solution](#)

**499.**

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  
[MagicalFlower's solution](#)

**500.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[MagicalFlower's solution](#)

**501.**

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[MagicalFlower's solution](#)

**502.**

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[MagicalFlower's solution](#)

**503.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MagicalFlower's solution](#)

**504.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[MagicalFlower's solution](#)

**505.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[MagicalFlower's solution](#)

**506.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[MagicalFlower's solution](#)

**507.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MagicalFlower's solution](#)

**508.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[MagicalFlower's solution](#)

**509.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[MagicalFlower's solution](#)

**510.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[MagicalFlower's solution](#)

**511.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[MagicalFlower's solution](#)

**512.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[MagicalFlower's solution](#)

**513.**

1483C

[Skyline Photo](#) · [Tutorial](#)

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

[MagicalFlower's solution](#)

**514.**

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[MagicalFlower's solution](#)

**515.**

1433G

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

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[MagicalFlower's solution](#)

**516.**

1433F

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

Quality: 6,746 global accepts · Rating: 2100 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MagicalFlower's solution](#)

**517.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[MagicalFlower's solution](#)

**518.**

920E

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

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[MagicalFlower's solution](#)

**519.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-01-07 · last AC: 2020-01-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[MagicalFlower's solution](#)

**520.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2100 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[MagicalFlower's solution](#)

**521.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[MagicalFlower's solution](#)

**522.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MagicalFlower's solution](#)

**523.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[MagicalFlower's solution](#)

**524.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[MagicalFlower's solution](#)

**525.**

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[MagicalFlower's solution](#)

**526.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MagicalFlower's solution](#)

**527.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[MagicalFlower's solution](#)

**528.**

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[MagicalFlower's solution](#)

**529.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[MagicalFlower's solution](#)

**530.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[MagicalFlower's solution](#)

**531.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[MagicalFlower's solution](#)

**532.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[MagicalFlower's solution](#)

**533.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[MagicalFlower's solution](#)

**534.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[MagicalFlower's solution](#)

**535.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[MagicalFlower's solution](#)

**536.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[MagicalFlower's solution](#)

**537.**

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[MagicalFlower's solution](#)

**538.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[MagicalFlower's solution](#)

**539.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MagicalFlower's solution](#)

**540.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[MagicalFlower's solution](#)

**541.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-03 · last AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[MagicalFlower's solution](#)

**542.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MagicalFlower's solution](#)

**543.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[MagicalFlower's solution](#)

**544.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MagicalFlower's solution](#)

**545.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: greedy

[MagicalFlower's solution](#)

**546.**

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[MagicalFlower's solution](#)

**547.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[MagicalFlower's solution](#)

**548.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[MagicalFlower's solution](#)

**549.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[MagicalFlower's solution](#)

**550.**

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[MagicalFlower's solution](#)

**551.**

506B

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

Rating: 2200 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[MagicalFlower's solution](#)

**552.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[MagicalFlower's solution](#)

**553.**

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[MagicalFlower's solution](#)

**554.**

505D

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

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: dfs and similar

[MagicalFlower's solution](#)

**555.**

1407D

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

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[MagicalFlower's solution](#)

**556.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[MagicalFlower's solution](#)

**557.**

1272F

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

Quality: 2,333 global accepts · Rating: 2200 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: dp, strings, two pointers

[MagicalFlower's solution](#)

**558.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[MagicalFlower's solution](#)

**559.**

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: dp, trees

[MagicalFlower's solution](#)

**560.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[MagicalFlower's solution](#)

**561.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[MagicalFlower's solution](#)

**562.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[MagicalFlower's solution](#)

**563.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[MagicalFlower's solution](#)

**564.**

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[MagicalFlower's solution](#)

**565.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy

[MagicalFlower's solution](#)

**566.**

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[MagicalFlower's solution](#)

**567.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[MagicalFlower's solution](#)

**568.**

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[MagicalFlower's solution](#)

**569.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[MagicalFlower's solution](#)

**570.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[MagicalFlower's solution](#)

**571.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[MagicalFlower's solution](#)

**572.**

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[MagicalFlower's solution](#)

**573.**

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[MagicalFlower's solution](#)

**574.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[MagicalFlower's solution](#)

**575.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[MagicalFlower's solution](#)

**576.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[MagicalFlower's solution](#)

**577.**

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[MagicalFlower's solution](#)

**578.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[MagicalFlower's solution](#)

**579.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[MagicalFlower's solution](#)

**580.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[MagicalFlower's solution](#)

**581.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[MagicalFlower's solution](#)

**582.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[MagicalFlower's solution](#)

**583.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[MagicalFlower's solution](#)

**584.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[MagicalFlower's solution](#)

**585.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[MagicalFlower's solution](#)

**586.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[MagicalFlower's solution](#)

**587.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2019-12-27 · last AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[MagicalFlower's solution](#)

**588.**

1282D

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

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings

[MagicalFlower's solution](#)

**589.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[MagicalFlower's solution](#)

**590.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[MagicalFlower's solution](#)

**591.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[MagicalFlower's solution](#)

**592.**

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[MagicalFlower's solution](#)

**593.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[MagicalFlower's solution](#)

**594.**

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[MagicalFlower's solution](#)

**595.**

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[MagicalFlower's solution](#)

**596.**

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[MagicalFlower's solution](#)

**597.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[MagicalFlower's solution](#)

**598.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[MagicalFlower's solution](#)

**599.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[MagicalFlower's solution](#)

**600.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[MagicalFlower's solution](#)

**601.**

1774F1

[Magician and Pigs \(Easy Version\) · Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[MagicalFlower's solution](#)

**602.**

1761E

[Make It Connected · Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[MagicalFlower's solution](#)

**603.**

1750E

[Bracket Cost · Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[MagicalFlower's solution](#)

**604.**

1738F

[Connectivity Addicts · Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[MagicalFlower's solution](#)

**605.**

1726E

[Almost Perfect · Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[MagicalFlower's solution](#)

**606.**

1718C

[Tonya and Burenka-179 · Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[MagicalFlower's solution](#)

**607.**

1707C

[DFS Trees · Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[MagicalFlower's solution](#)

**608.**

990G

[GCD Counting · Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[MagicalFlower's solution](#)

**609.**

1007B

[Pave the Parallelepiped · Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[MagicalFlower's solution](#)

**610.**

1634E

[Fair Share · Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, graph matchings, graphs

[MagicalFlower's solution](#)

**611.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[MagicalFlower's solution](#)

**612.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[MagicalFlower's solution](#)

**613.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[MagicalFlower's solution](#)

**614.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[MagicalFlower's solution](#)

**615.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[MagicalFlower's solution](#)

**616.**

1101F

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

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[MagicalFlower's solution](#)

**617.**

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[MagicalFlower's solution](#)

**618.**

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MagicalFlower's solution](#)

**619.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[MagicalFlower's solution](#)

**620.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[MagicalFlower's solution](#)

**621.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[MagicalFlower's solution](#)

**622.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[MagicalFlower's solution](#)

**623.**

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[MagicalFlower's solution](#)

**624.**

1436E

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

Quality: 2,671 global accepts · Rating: 2400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[MagicalFlower's solution](#)

**625.**

1403A

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

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: \*special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[MagicalFlower's solution](#)

**626.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,930 global accepts · Rating: 2400 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[MagicalFlower's solution](#)

**627.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-12-07 · last AC: 2019-12-07 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[MagicalFlower's solution](#)

**628.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-12-05 · last AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[MagicalFlower's solution](#)

**629.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[MagicalFlower's solution](#)

**630.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: brute force, graphs

[MagicalFlower's solution](#)

**631.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[MagicalFlower's solution](#)

**632.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 2400 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, trees

[MagicalFlower's solution](#)

**633.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[MagicalFlower's solution](#)

**634.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[MagicalFlower's solution](#)

**635.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[MagicalFlower's solution](#)

**636.**

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

[MagicalFlower's solution](#)

**637.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math, sortings

[MagicalFlower's solution](#)

**638.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[MagicalFlower's solution](#)

**639.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[MagicalFlower's solution](#)

**640.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[MagicalFlower's solution](#)

**641.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[MagicalFlower's solution](#)

**642.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-10-15 · last AC: 2023-03-06 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[MagicalFlower's solution](#)

**643.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[MagicalFlower's solution](#)

**644.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[MagicalFlower's solution](#)

**645.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[MagicalFlower's solution](#)

**646.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[MagicalFlower's solution](#)

**647.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[MagicalFlower's solution](#)

**648.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[MagicalFlower's solution](#)

**649.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[MagicalFlower's solution](#)

**650.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[MagicalFlower's solution](#)

**651.**

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs, trees

[MagicalFlower's solution](#)

**652.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[MagicalFlower's solution](#)

**653.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[MagicalFlower's solution](#)

**654.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[MagicalFlower's solution](#)

**655.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[MagicalFlower's solution](#)

**656.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[MagicalFlower's solution](#)

**657.**

1548C

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

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[MagicalFlower's solution](#)

**658.**

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2500 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MagicalFlower's solution](#)

**659.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[MagicalFlower's solution](#)

**660.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[MagicalFlower's solution](#)

**661.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[MagicalFlower's solution](#)

**662.**

1586F

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

Rating: 2500 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[MagicalFlower's solution](#)

**663.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[MagicalFlower's solution](#)

**664.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[MagicalFlower's solution](#)

**665.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[MagicalFlower's solution](#)

**666.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[MagicalFlower's solution](#)

**667.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[MagicalFlower's solution](#)

**668.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[MagicalFlower's solution](#)

**669.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[MagicalFlower's solution](#)

**670.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[MagicalFlower's solution](#)

**671.**

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

[MagicalFlower's solution](#)

**672.**

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

[MagicalFlower's solution](#)

**673.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[MagicalFlower's solution](#)

**674.**

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[MagicalFlower's solution](#)

**675.**

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[MagicalFlower's solution](#)

**676.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[MagicalFlower's solution](#)

**677.**

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: matrices

[MagicalFlower's solution](#)

**678.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[MagicalFlower's solution](#)

**679.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[MagicalFlower's solution](#)

**680.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[MagicalFlower's solution](#)

**681.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[MagicalFlower's solution](#)

**682.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[MagicalFlower's solution](#)

**683.**

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[MagicalFlower's solution](#)

**684.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[MagicalFlower's solution](#)

**685.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[MagicalFlower's solution](#)

**686.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[MagicalFlower's solution](#)

**687.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[MagicalFlower's solution](#)

**688.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MagicalFlower's solution](#)

**689.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[MagicalFlower's solution](#)

**690.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[MagicalFlower's solution](#)

**691.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[MagicalFlower's solution](#)

**692.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[MagicalFlower's solution](#)

**693.**

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[MagicalFlower's solution](#)

**694.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · last AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[MagicalFlower's solution](#)

**695.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-08-12 · last AC: 2021-09-14 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[MagicalFlower's solution](#)

**696.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[MagicalFlower's solution](#)

**697.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[MagicalFlower's solution](#)

**698.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[MagicalFlower's solution](#)

**699.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-20 · last AC: 2021-07-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[MagicalFlower's solution](#)

**700.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-21 · last AC: 2021-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[MagicalFlower's solution](#)

**701.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: data structures, probabilities

[MagicalFlower's solution](#)

**702.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[MagicalFlower's solution](#)

**703.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[MagicalFlower's solution](#)

**704.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[MagicalFlower's solution](#)

**705.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[MagicalFlower's solution](#)

**706.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[MagicalFlower's solution](#)

**707.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2020-10-20 · last AC: 2020-10-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[MagicalFlower's solution](#)

**708.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[MagicalFlower's solution](#)

**709.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2020-02-02 · last AC: 2020-02-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[MagicalFlower's solution](#)

**710.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[MagicalFlower's solution](#)

**711.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[MagicalFlower's solution](#)

**712.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[MagicalFlower's solution](#)

**713.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[MagicalFlower's solution](#)

**714.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: flows

[MagicalFlower's solution](#)

**715.**

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[MagicalFlower's solution](#)

**716.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[MagicalFlower's solution](#)

**717.**

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[MagicalFlower's solution](#)

**718.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[MagicalFlower's solution](#)

**719.**

54E

[Vacuum Bots](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[MagicalFlower's solution](#)

**720.**

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[MagicalFlower's solution](#)

**721.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[MagicalFlower's solution](#)

**722.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[MagicalFlower's solution](#)

**723.**

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[MagicalFlower's solution](#)

**724.**

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[MagicalFlower's solution](#)

**725.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[MagicalFlower's solution](#)

**726.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[MagicalFlower's solution](#)

**727.**

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[MagicalFlower's solution](#)

**728.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[MagicalFlower's solution](#)

**729.**

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[MagicalFlower's solution](#)

**730.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[MagicalFlower's solution](#)

**731.**

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy  
[MagicalFlower's solution](#)

**732.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[MagicalFlower's solution](#)

**733.**

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-26 · last AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs  
[MagicalFlower's solution](#)

**734.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings  
[MagicalFlower's solution](#)

**735.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
[MagicalFlower's solution](#)

**736.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[MagicalFlower's solution](#)

**737.**

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[MagicalFlower's solution](#)

**738.**

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: data structures  
[MagicalFlower's solution](#)

**739.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory  
[MagicalFlower's solution](#)

**740.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: binary search, dsu, trees  
[MagicalFlower's solution](#)

**741.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: dp, matrices

[MagicalFlower's solution](#)

**742.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, constructive algorithms, interactive

[MagicalFlower's solution](#)

**743.**

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2020-09-26 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[MagicalFlower's solution](#)

**744.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-12-04 · last AC: 2019-12-04 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[MagicalFlower's solution](#)

**745.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[MagicalFlower's solution](#)

**746.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[MagicalFlower's solution](#)

**747.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[MagicalFlower's solution](#)

**748.**

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2023-06-26 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: flows

[MagicalFlower's solution](#)

**749.**

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[MagicalFlower's solution](#)

**750.**

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[MagicalFlower's solution](#)

**751.**

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[MagicalFlower's solution](#)

**752.**

280D

[K-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation

[MagicalFlower's solution](#)

**753.**

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2023-06-12 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[MagicalFlower's solution](#)

**754.**

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2023-06-08 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[MagicalFlower's solution](#)

**755.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[MagicalFlower's solution](#)

**756.**

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[MagicalFlower's solution](#)

**757.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[MagicalFlower's solution](#)

**758.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[MagicalFlower's solution](#)

**759.**

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[MagicalFlower's solution](#)

**760.**

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: flows

[MagicalFlower's solution](#)

**761.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[MagicalFlower's solution](#)

**762.**

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer  
[MagicalFlower's solution](#)

**763.**

1477D

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

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[MagicalFlower's solution](#)

**764.**

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees  
[MagicalFlower's solution](#)

**765.**

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices  
[MagicalFlower's solution](#)

**766.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees  
[MagicalFlower's solution](#)

**767.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[MagicalFlower's solution](#)

**768.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2020-11-20 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[MagicalFlower's solution](#)

**769.**

1071D

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

Rating: 2800 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math  
[MagicalFlower's solution](#)

**770.**

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[MagicalFlower's solution](#)

**771.**

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[MagicalFlower's solution](#)

**772.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[MagicalFlower's solution](#)

**773.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees

[MagicalFlower's solution](#)

**774.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[MagicalFlower's solution](#)

**775.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[MagicalFlower's solution](#)

**776.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[MagicalFlower's solution](#)

**777.**

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-07-01 · last AC: 2021-07-01 · GNU C++11 (first AC) · Tags: brute force, dp, flows, graph matchings

[MagicalFlower's solution](#)

**778.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2020-12-13 · last AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[MagicalFlower's solution](#)

**779.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-02-18 · last AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy

[MagicalFlower's solution](#)

**780.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[MagicalFlower's solution](#)

**781.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[MagicalFlower's solution](#)

**782.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, probabilities

[MagicalFlower's solution](#)

**783.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: binary search, dp

[MagicalFlower's solution](#)

**784.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2019-12-03 · last AC: 2019-12-03 · GNU C++11 (first AC) · Tags: data structures

[MagicalFlower's solution](#)

**785.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-07-18 · last AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[MagicalFlower's solution](#)

**786.**

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[MagicalFlower's solution](#)

**787.**

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees

[MagicalFlower's solution](#)

**788.**

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[MagicalFlower's solution](#)

**789.**

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2023-06-19 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[MagicalFlower's solution](#)

**790.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[MagicalFlower's solution](#)

**791.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, string suffix structures

[MagicalFlower's solution](#)

**792.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[MagicalFlower's solution](#)

**793.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MagicalFlower's solution](#)

**794.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[MagicalFlower's solution](#)

**795.**

68E

[Contact](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2900 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[MagicalFlower's solution](#)

**796.**

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[MagicalFlower's solution](#)

**797.**

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[MagicalFlower's solution](#)

**798.**

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[MagicalFlower's solution](#)

**799.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[MagicalFlower's solution](#)

**800.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2021-06-27 · last AC: 2022-01-26 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[MagicalFlower's solution](#)

**801.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[MagicalFlower's solution](#)

**802.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[MagicalFlower's solution](#)

**803.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, probabilities  
[MagicalFlower's solution](#)

**804.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry  
[MagicalFlower's solution](#)

**805.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees  
[MagicalFlower's solution](#)

**806.**

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: data structures  
[MagicalFlower's solution](#)

**807.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2021-01-31 · last AC: 2021-01-31 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, trees  
[MagicalFlower's solution](#)

**808.**

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[MagicalFlower's solution](#)

**809.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2020-11-11 · last AC: 2020-11-11 · GNU C++11 (first AC) · Tags: dp, trees  
[MagicalFlower's solution](#)

**810.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: binary search, greedy  
[MagicalFlower's solution](#)

**811.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-15 · last AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory  
[MagicalFlower's solution](#)

**812.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-12-07 · last AC: 2019-12-07 · GNU C++11 (first AC) · Tags: data structures, trees  
[MagicalFlower's solution](#)

**813.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[MagicalFlower's solution](#)

**814.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-06-16 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[MagicalFlower's solution](#)

**815.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[MagicalFlower's solution](#)

**816.**

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

[MagicalFlower's solution](#)

**817.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[MagicalFlower's solution](#)

**818.**

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[MagicalFlower's solution](#)

**819.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[MagicalFlower's solution](#)

**820.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[MagicalFlower's solution](#)

**821.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[MagicalFlower's solution](#)

**822.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[MagicalFlower's solution](#)

**823.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[MagicalFlower's solution](#)

**824.**

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[MagicalFlower's solution](#)

**825.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[MagicalFlower's solution](#)

**826.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[MagicalFlower's solution](#)

**827.**

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[MagicalFlower's solution](#)

**828.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[MagicalFlower's solution](#)

**829.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[MagicalFlower's solution](#)

**830.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[MagicalFlower's solution](#)

**831.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[MagicalFlower's solution](#)

**832.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[MagicalFlower's solution](#)

**833.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory  
[MagicalFlower's solution](#)

**834.**

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[MagicalFlower's solution](#)

**835.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees  
[MagicalFlower's solution](#)

**836.**

1534F2

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

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[MagicalFlower's solution](#)

**837.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices  
[MagicalFlower's solution](#)

**838.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: math, probabilities  
[MagicalFlower's solution](#)

**839.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2019-12-12 · last AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths  
[MagicalFlower's solution](#)

**840.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: binary search, shortest paths, strings  
[MagicalFlower's solution](#)

**841.**

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees  
[MagicalFlower's solution](#)

**842.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: data structures  
[MagicalFlower's solution](#)

**843.**

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[MagicalFlower's solution](#)

**844.**

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[MagicalFlower's solution](#)

**845.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[MagicalFlower's solution](#)

**846.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[MagicalFlower's solution](#)

**847.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, probabilities

[MagicalFlower's solution](#)

**848.**

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar

[MagicalFlower's solution](#)

**849.**

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[MagicalFlower's solution](#)

**850.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[MagicalFlower's solution](#)

**851.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[MagicalFlower's solution](#)

**852.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, two pointers

[MagicalFlower's solution](#)

**853.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: graph matchings

[MagicalFlower's solution](#)

**854.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-20 · last AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[MagicalFlower's solution](#)

**855.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: data structures

[MagicalFlower's solution](#)

**856.**

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: brute force, probabilities

[MagicalFlower's solution](#)

**857.**

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[MagicalFlower's solution](#)

**858.**

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[MagicalFlower's solution](#)

**859.**

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: \*special, combinatorics, dp, implementation, math

[MagicalFlower's solution](#)

**860.**

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[MagicalFlower's solution](#)

**861.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[MagicalFlower's solution](#)

**862.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, trees

[MagicalFlower's solution](#)

**863.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[MagicalFlower's solution](#)

**864.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[MagicalFlower's solution](#)

**865.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2020-11-22 · last AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MagicalFlower's solution](#)

**866.**

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[MagicalFlower's solution](#)

**867.**

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[MagicalFlower's solution](#)

**868.**

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[MagicalFlower's solution](#)

**869.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[MagicalFlower's solution](#)

**870.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[MagicalFlower's solution](#)

**871.**

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, sortings, trees

[MagicalFlower's solution](#)

**872.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[MagicalFlower's solution](#)

**873.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: bitmasks, dp

[MagicalFlower's solution](#)

**874.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[MagicalFlower's solution](#)

**875.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2019-12-09 · last AC: 2019-12-09 · GNU C++11 (first AC) · Tags: data structures  
[MagicalFlower's solution](#)

**876.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy  
[MagicalFlower's solution](#)

**877.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math  
[MagicalFlower's solution](#)

**878.**

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math  
[MagicalFlower's solution](#)

**879.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory  
[MagicalFlower's solution](#)

**880.**

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory  
[MagicalFlower's solution](#)

**881.**

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[MagicalFlower's solution](#)

**882.**

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees  
[MagicalFlower's solution](#)

**883.**

1842I

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

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy  
[MagicalFlower's solution](#)

**884.**

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3500 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[MagicalFlower's solution](#)

**885.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[MagicalFlower's solution](#)

**886.**

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MagicalFlower's solution](#)

**887.**

1098F

[Ab Og Væ 7 Føal](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[MagicalFlower's solution](#)

**888.**

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dsu, games

[MagicalFlower's solution](#)

**889.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: games

[MagicalFlower's solution](#)

**890.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[MagicalFlower's solution](#)

**891.**

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2021-12-19 · last AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[MagicalFlower's solution](#)

**892.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MagicalFlower's solution](#)

**893.**

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[MagicalFlower's solution](#)

**894.**

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[MagicalFlower's solution](#)

**895.**

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2020-03-16 · last AC: 2020-03-16 · GNU C++11 (first AC) · Tags: data structures

[MagicalFlower's solution](#)

**896.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: data structures, implementation

[MagicalFlower's solution](#)

**897.**

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**898.**

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**899.**

105484F

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**900.**

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**901.**

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**902.**

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**903.**

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**904.**

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**905.**

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**906.**

104008I

[Invincible Hotwheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**907.**

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**908.**

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**909.**

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**910.**

104008J

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

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**911.**

104008C

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

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**912.**

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**913.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**914.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**915.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**916.**

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**917.**

104373H

[Permutation on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**918.**

104373J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**919.**

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**920.**

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**921.**

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**922.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**923.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**924.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**925.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**926.**

102984C

[Gardening Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**927.**

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**928.**

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**929.**

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**930.**

102984A

[Mango](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**931.**

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**932.**

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**933.**

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**934.**

104207D

[Mr. Panda and Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**935.**

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**936.**

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**937.**

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**938.**

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**939.**

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**940.**

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**941.**

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · Python 3 (first AC) · Tags: —

[MagicalFlower's solution](#)

**942.**

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**943.**

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**944.**

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**945.**

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**946.**

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**947.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**948.**

104172D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**949.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**950.**

104172E

[Goose, Goose, DUCK? · Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**951.**

104172K

[Maximum GCD · Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**952.**

104172B

[Big Picture · Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**953.**

104172H

[Another Goose Goose Duck Problem · Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**954.**

104172L

[Permutation Compression · Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**955.**

104172A

[TreeScript · Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**956.**

103371L

[Utilitarianism 2 · Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**957.**

104090I

[Guess Cycle Length · Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**958.**

104090B

[Useful Algorithm · Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**959.**

104090E

[Oscar is All You Need · Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**960.**

104090J

[Painting · Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**961.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**962.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**963.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**964.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**965.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**966.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**967.**

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**968.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**969.**

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**970.**

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**971.**

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**972.**

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**973.**

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**974.**

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**975.**

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**976.**

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**977.**

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**978.**

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**979.**

102012E

[Rikka with Data Structures](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**980.**

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**981.**

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**982.**

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**983.**

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**984.**

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**985.**

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**986.**

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**987.**

104023L

[Novice Magician](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**988.**

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**989.**

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**990.**

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**991.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**992.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**993.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**994.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**995.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**996.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**997.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**998.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**999.**

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1000.**

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1001.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1002.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1003.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1004.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1005.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1006.**

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1007.**

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1008.**

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1009.**

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1010.**

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1011.**

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1012.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1013.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1014.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)**1015.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1016.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1017.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1018.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1019.**

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1020.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1021.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1022.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1023.**

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1024.**

103860B

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1025.**

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1026.**

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MagicalFlower's solution](#)

**1027.**

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1028.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1029.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1030.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1031.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1032.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1033.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1034.**

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[MagicalFlower's solution](#)

**1035.**

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1036.**

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1037.**

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1038.**

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1039.**

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1040.**

102759A

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

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1041.**

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1042.**

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1043.**

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices

[MagicalFlower's solution](#)

**1044.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[MagicalFlower's solution](#)

**1045.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[MagicalFlower's solution](#)

**1046.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[MagicalFlower's solution](#)

**1047.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[MagicalFlower's solution](#)

**1048.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[MagicalFlower's solution](#)

**1049.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MagicalFlower's solution](#)

**1050.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[MagicalFlower's solution](#)

**1051.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[MagicalFlower's solution](#)

**1052.**

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1053.**

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1054.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1055.**

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1056.**

101669L

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

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1057.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1058.**

101669F

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

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1059.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1060.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1061.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1062.**

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1063.**

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1064.**

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1065.**

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1066.**

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1067.**

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1068.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1069.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1070.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1071.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1072.**

100512I

[Incomparable Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1073.**

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1074.**

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1075.**

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1076.**

103447B

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

Rating: — · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1077.**

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1078.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1079.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1080.**

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1081.**

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1082.**

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1083.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1084.**

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1085.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1086.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1087.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1088.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1089.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1090.**

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1091.**

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1092.**

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1093.**

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1094.**

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1095.**

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1096.**

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1097.**

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1098.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1099.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1100.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1101.**

103119L

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

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1102.**

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[MagicalFlower's solution](#)

**1103.**

103415H

[Three Integers](#) · [Tutorial](#)

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