

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

<https://cfelitetracker.vercel.app>

Unique solved — Maksim1744

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

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

Filters: none

Count: 2,349

- 1.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,046 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Maksim1744's solution](#)
- 2.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,663 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[Maksim1744's solution](#)
- 3.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[Maksim1744's solution](#)
- 4.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[Maksim1744's solution](#)
- 5.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[Maksim1744's solution](#)
- 6.**
2161A
[Round Trip](#) · [Tutorial](#)
Quality: 15,717 global accepts · Rating: 800 · first AC: 2025-10-30 · Rust 2021 (first AC) · Tags: games, greedy, implementation, math
[Maksim1744's solution](#)
- 7.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,626 global accepts · Rating: 800 · first AC: 2025-09-20 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[Maksim1744's solution](#)
- 8.**
2122A
[Greedy Grid](#) · [Tutorial](#)
Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy
[Maksim1744's solution](#)
- 9.**
2124A
[Deranged Deletions](#) · [Tutorial](#)
Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: greedy, sortings
[Maksim1744's solution](#)
- 10.**
2057A
[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: constructive algorithms, math
[Maksim1744's solution](#)

11.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: dp, geometry, greedy, math
[Maksim1744's solution](#)

12.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,265 global accepts · Rating: 800 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: greedy, math
[Maksim1744's solution](#)

13.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,969 global accepts · Rating: 800 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

14.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,201 global accepts · Rating: 800 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: brute force, math
[Maksim1744's solution](#)

15.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[Maksim1744's solution](#)

16.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · Rust 2021 (first AC) · Tags: constructive algorithms, number theory
[Maksim1744's solution](#)

17.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,162 global accepts · Rating: 800 · first AC: 2024-11-09 · Rust 2021 (first AC) · Tags: greedy, math
[Maksim1744's solution](#)

18.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,846 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Maksim1744's solution](#)

19.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,989 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Maksim1744's solution](#)

20.

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
[Maksim1744's solution](#)

21.

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation

[Maksim1744's solution](#)

22.

1975A

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

Quality: 20,709 global accepts · Rating: 800 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Maksim1744's solution](#)

23.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

24.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

25.

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

[Maksim1744's solution](#)

26.

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

[Maksim1744's solution](#)

27.

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

[Maksim1744's solution](#)

28.

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

[Maksim1744's solution](#)

29.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

30.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Maksim1744's solution](#)

31.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

32.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

33.

1787A

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

Quality: 20,382 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

34.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Maksim1744's solution](#)

35.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Maksim1744's solution](#)

36.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

37.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,414 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

38.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[Maksim1744's solution](#)

39.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Maksim1744's solution](#)

40.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Maksim1744's solution](#)

41.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

42.

1758A

[SSeeeiinngg DDoouublllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Maksim1744's solution](#)

43.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,580 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Maksim1744's solution](#)

44.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[Maksim1744's solution](#)

45.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Maksim1744's solution](#)

46.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-10-21 · Rust 2021 (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

47.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-10-21 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, number theory

[Maksim1744's solution](#)

48.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: games, math

[Maksim1744's solution](#)

49.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

50.

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

[Maksim1744's solution](#)

51.

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

[Maksim1744's solution](#)

52.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-04 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

53.

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
[Maksim1744's solution](#)

54.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[Maksim1744's solution](#)

55.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[Maksim1744's solution](#)

56.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Maksim1744's solution](#)

57.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[Maksim1744's solution](#)

58.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Maksim1744's solution](#)

59.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
[Maksim1744's solution](#)

60.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Maksim1744's solution](#)

61.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math
[Maksim1744's solution](#)

62.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[Maksim1744's solution](#)

63.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,303 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

64.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,133 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Maksim1744's solution](#)

65.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

66.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

67.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

68.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

69.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Maksim1744's solution](#)

70.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maksim1744's solution](#)

71.

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special

[Maksim1744's solution](#)

72.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Maksim1744's solution](#)

73.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Maksim1744's solution](#)

74.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,715 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

75.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maksim1744's solution](#)

76.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[Maksim1744's solution](#)

77.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[Maksim1744's solution](#)

78.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

79.

1552A

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

Quality: 25,339 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Maksim1744's solution](#)

80.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

81.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maksim1744's solution](#)

82.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Maksim1744's solution](#)

83.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Maksim1744's solution](#)

84.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

85.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Maksim1744's solution](#)

86.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,747 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[Maksim1744's solution](#)

87.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

88.

1538B

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

Quality: 33,536 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

89.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Maksim1744's solution](#)

90.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · last AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Maksim1744's solution](#)

91.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,151 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

92.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

93.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Maksim1744's solution](#)

94.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

95.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

96.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,897 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Maksim1744's solution](#)

97.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

98.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Maksim1744's solution](#)

99.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maksim1744's solution](#)

100.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,627 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Maksim1744's solution](#)

101.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,450 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

102.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

103.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

104.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Maksim1744's solution](#)

105.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Maksim1744's solution](#)

106.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

107.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

108.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,081 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

109.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Maksim1744's solution](#)

110.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Maksim1744's solution](#)

111.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

112.

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Maksim1744's solution](#)

113.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

114.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,527 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Maksim1744's solution](#)

115.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,146 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[Maksim1744's solution](#)

116.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Maksim1744's solution](#)

117.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

118.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,376 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Maksim1744's solution](#)

119.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
[Maksim1744's solution](#)

120.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Maksim1744's solution](#)

121.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Maksim1744's solution](#)

122.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Maksim1744's solution](#)

123.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[Maksim1744's solution](#)

124.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Maksim1744's solution](#)

125.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

126.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
[Maksim1744's solution](#)

127.

1462A

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

Quality: 48,957 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[Maksim1744's solution](#)

128.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[Maksim1744's solution](#)

129.

1438A

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

Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C11 (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

130.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[Maksim1744's solution](#)

131.

1337A

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

Quality: 42,906 global accepts · Rating: 800 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

132.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Maksim1744's solution](#)

133.

1405A

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

Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

134.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Maksim1744's solution](#)

135.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

136.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Maksim1744's solution](#)

137.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C11 (first AC) · Tags: math

[Maksim1744's solution](#)

138.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-22 · GNU C11 (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

139.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,638 global accepts · Rating: 800 · first AC: 2020-10-22 · GNU C11 (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

140.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,463 global accepts · Rating: 800 · first AC: 2020-10-18 · Rust (first AC) · Tags: bitmasks, greedy, math

[Maksim1744's solution](#)

141.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,954 global accepts · Rating: 800 · first AC: 2020-10-12 · last AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

142.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · Rust (first AC) · Tags: greedy, implementation, sortings

[Maksim1744's solution](#)

143.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-08 · last AC: 2020-10-08 · Rust (first AC) · Tags: geometry, math

[Maksim1744's solution](#)

144.

1408A

[Circle Coloring](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

145.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,411 global accepts · Rating: 800 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

146.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Maksim1744's solution](#)

147.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

148.

1392A

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

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

149.

1398B

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

Quality: 25,901 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Maksim1744's solution](#)

150.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Maksim1744's solution](#)

151.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Maksim1744's solution](#)

152.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

153.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

154.

1372A

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

Quality: 33,480 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

155.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,255 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

156.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,442 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Maksim1744's solution](#)

157.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Maksim1744's solution](#)

158.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

159.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,702 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

160.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2020-05-25 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

161.

1351A

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

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

162.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,122 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Maksim1744's solution](#)

163.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
[Maksim1744's solution](#)

164.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[Maksim1744's solution](#)

165.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Maksim1744's solution](#)

166.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

167.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,700 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

168.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

169.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[Maksim1744's solution](#)

170.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[Maksim1744's solution](#)

171.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Maksim1744's solution](#)

172.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Maksim1744's solution](#)

173.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

174.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,796 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Maksim1744's solution](#)

175.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

176.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

177.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

178.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

179.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

180.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

181.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,285 global accepts · Rating: 800 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

182.

1097A

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

Quality: 43,801 global accepts · Rating: 800 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

183.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Maksim1744's solution](#)

184.

1146A

[Love "A" · Tutorial](#)

Quality: 23,647 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

185.

1056A

[Determine Line · Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Maksim1744's solution](#)

186.

1143A

[The Doors · Tutorial](#)

Quality: 14,040 global accepts · Rating: 800 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Maksim1744's solution](#)

187.

1131A

[Sea Battle · Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[Maksim1744's solution](#)

188.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Maksim1744's solution](#)

189.

1087A

[Right-Left Cipher · Tutorial](#)

Rating: 800 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

190.

1139A

[Even Substrings · Tutorial](#)

Quality: 17,650 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

191.

1099A

[Snowball · Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Maksim1744's solution](#)

192.

1104A

[Splitting into digits · Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Maksim1744's solution](#)

193.

1130A

[Be Positive · Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Maksim1744's solution](#)

194.

1136A

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

Quality: 17,246 global accepts · Rating: 800 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Maksim1744's solution](#)

195.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · last AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Maksim1744's solution](#)

196.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

197.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

198.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

199.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,156 global accepts · Rating: 800 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Maksim1744's solution](#)

200.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

201.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 800 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

202.

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

203.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

204.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

205.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,673 global accepts · Rating: 800 · first AC: 2018-05-08 · Python 3 (first AC) · Tags: brute force, math

[Maksim1744's solution](#)

206.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

207.

977A

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

Quality: 217,448 global accepts · Rating: 800 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

208.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2018-05-06 · Python 3 (first AC) · Tags: *special, math

[Maksim1744's solution](#)

209.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,309 global accepts · Rating: 800 · first AC: 2018-04-17 · Python 3 (first AC) · Tags: math

[Maksim1744's solution](#)

210.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Maksim1744's solution](#)

211.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Maksim1744's solution](#)

212.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,567 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

213.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

214.

1771A

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

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Maksim1744's solution](#)

215.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

216.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,888 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

217.

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

[Maksim1744's solution](#)

218.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-04 · Rust 2021 (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

219.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,526 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

220.

1696B

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

Quality: 36,306 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Maksim1744's solution](#)

221.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Maksim1744's solution](#)

222.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Maksim1744's solution](#)

223.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

224.

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

[Maksim1744's solution](#)

225.

1582B

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

Quality: 33,356 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

226.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

227.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,572 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Maksim1744's solution](#)

228.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Maksim1744's solution](#)

229.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,938 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Maksim1744's solution](#)

230.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Maksim1744's solution](#)

231.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

232.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[Maksim1744's solution](#)

233.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 900 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[Maksim1744's solution](#)

234.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Maksim1744's solution](#)

235.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[Maksim1744's solution](#)

236.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

237.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Maksim1744's solution](#)

238.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,324 global accepts · Rating: 900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

239.

1475B

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

Quality: 57,238 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Maksim1744's solution](#)

240.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,793 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

241.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

242.

1471A

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

Quality: 38,199 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Maksim1744's solution](#)

243.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

244.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,445 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Maksim1744's solution](#)

245.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

246.

1337B

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

Quality: 36,862 global accepts · Rating: 900 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Maksim1744's solution](#)

247.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math

[Maksim1744's solution](#)

248.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C11 (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

249.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-22 · GNU C11 (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

250.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

251.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · Rust (first AC) · Tags: brute force, constructive algorithms, math

[Maksim1744's solution](#)

252.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Maksim1744's solution](#)

253.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Maksim1744's solution](#)

254.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,981 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Maksim1744's solution](#)

255.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

256.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[Maksim1744's solution](#)

257.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Maksim1744's solution](#)

258.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,383 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Maksim1744's solution](#)

259.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

260.

1295A

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

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

261.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,809 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

262.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

263.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Maksim1744's solution](#)

264.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Maksim1744's solution](#)

265.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

266.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

267.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,860 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

268.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,777 global accepts · Rating: 900 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Maksim1744's solution](#)

269.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

270.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Maksim1744's solution](#)

271.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Maksim1744's solution](#)

272.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

273.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,447 global accepts · Rating: 900 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Maksim1744's solution](#)

274.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Maksim1744's solution](#)

275.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

276.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,768 global accepts · Rating: 900 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

277.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2018-05-05 · Python 3 (first AC) · Tags: constructive algorithms, sortings

[Maksim1744's solution](#)

278.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 900 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

279.

2147B

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

Quality: 16,953 global accepts · Rating: 1000 · first AC: 2025-09-20 · Rust 2021 (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

280.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1000 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: greedy

[Maksim1744's solution](#)

281.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

282.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, two pointers

[Maksim1744's solution](#)

283.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Maksim1744's solution](#)

284.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Maksim1744's solution](#)

285.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: bitmasks, greedy

[Maksim1744's solution](#)

286.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,067 global accepts · Rating: 1000 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Maksim1744's solution](#)

287.

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

[Maksim1744's solution](#)

288.

1876A

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

Quality: 34,903 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

289.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

290.

1784A

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

Quality: 17,136 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Maksim1744's solution](#)

291.

1781B

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

Quality: 14,755 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Maksim1744's solution](#)

292.

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

[Maksim1744's solution](#)

293.

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
[Maksim1744's solution](#)

294.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Maksim1744's solution](#)

295.

1769B1

[A > 1068D > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math
[Maksim1744's solution](#)

296.

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Maksim1744's solution](#)

297.

1725B

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

Quality: 28,260 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Maksim1744's solution](#)

298.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,907 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[Maksim1744's solution](#)

299.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Maksim1744's solution](#)

300.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[Maksim1744's solution](#)

301.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,919 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[Maksim1744's solution](#)

302.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,525 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math
[Maksim1744's solution](#)

303.

1521A

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

Quality: 42,038 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Maksim1744's solution](#)

304.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

305.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Maksim1744's solution](#)

306.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,158 global accepts · Rating: 1000 · first AC: 2018-05-08 · last AC: 2021-04-15 · Python 3 (first AC) · Tags: math

[Maksim1744's solution](#)

307.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Maksim1744's solution](#)

308.

816A

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

Quality: 9,708 global accepts · Rating: 1000 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

309.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,881 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Maksim1744's solution](#)

310.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,260 global accepts · Rating: 1000 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

311.

1474B

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

Quality: 40,317 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Maksim1744's solution](#)

312.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Maksim1744's solution](#)

313.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,042 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

314.

1469A

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

Quality: 30,031 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

315.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Maksim1744's solution](#)

316.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Maksim1744's solution](#)

317.

1438B

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

Quality: 29,059 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Maksim1744's solution](#)

318.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,070 global accepts · Rating: 1000 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

319.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Maksim1744's solution](#)

320.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

321.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-10-26 · Kotlin 1.4 (first AC) · Tags: *special, math

[Maksim1744's solution](#)

322.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,232 global accepts · Rating: 1000 · first AC: 2020-10-11 · Rust (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Maksim1744's solution](#)

323.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,830 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maksim1744's solution](#)

324.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Maksim1744's solution](#)

325.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Maksim1744's solution](#)

326.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,413 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

327.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

328.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Maksim1744's solution](#)

329.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,047 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Maksim1744's solution](#)

330.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 1000 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Maksim1744's solution](#)

331.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Maksim1744's solution](#)

332.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

333.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Maksim1744's solution](#)

334.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Maksim1744's solution](#)

335.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Maksim1744's solution](#)

336.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,358 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Maksim1744's solution](#)

337.

1245A

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

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Maksim1744's solution](#)

338.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[Maksim1744's solution](#)

339.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[Maksim1744's solution](#)

340.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,120 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Maksim1744's solution](#)

341.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Maksim1744's solution](#)

342.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Maksim1744's solution](#)

343.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,572 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Maksim1744's solution](#)

344.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Maksim1744's solution](#)

345.

1084A

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

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

346.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Maksim1744's solution](#)

347.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1000 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

348.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

349.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

350.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

351.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,435 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

352.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

353.

1027A

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

Quality: 18,800 global accepts · Rating: 1000 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

354.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

355.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Maksim1744's solution](#)

356.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

357.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1000 · first AC: 2018-04-14 · Python 3 (first AC) · Tags: implementation

[Maksim1744's solution](#)

358.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,610 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Maksim1744's solution](#)

359.

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

360.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

361.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

362.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,740 global accepts · Rating: 1100 · first AC: 2024-11-09 · Rust 2021 (first AC) · Tags: constructive algorithms, games, strings

[Maksim1744's solution](#)

363.

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

[Maksim1744's solution](#)

364.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

365.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

366.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Maksim1744's solution](#)

367.

1842B

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

Quality: 25,530 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Maksim1744's solution](#)

368.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

369.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Maksim1744's solution](#)

370.

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

[Maksim1744's solution](#)

371.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-10-21 · Rust 2021 (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

372.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Maksim1744's solution](#)

373.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Maksim1744's solution](#)

374.

1672C

[Unequal Array](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

375.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Maksim1744's solution](#)

376.

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

[Maksim1744's solution](#)

377.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

378.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

379.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[Maksim1744's solution](#)

380.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[Maksim1744's solution](#)

381.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[Maksim1744's solution](#)

382.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Maksim1744's solution](#)

383.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Maksim1744's solution](#)

384.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[Maksim1744's solution](#)

385.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,054 global accepts · Rating: 1100 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Maksim1744's solution](#)

386.

1511C

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

Quality: 32,802 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees
[Maksim1744's solution](#)

387.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math,

number theory

[Maksim1744's solution](#)

388.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maksim1744's solution](#)

389.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Maksim1744's solution](#)

390.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Maksim1744's solution](#)

391.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Maksim1744's solution](#)

392.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[Maksim1744's solution](#)

393.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

394.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Maksim1744's solution](#)

395.

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · Rust (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

396.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[Maksim1744's solution](#)

397.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,921 global accepts · Rating: 1100 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Maksim1744's solution](#)

398.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Maksim1744's solution](#)

399.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,777 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Maksim1744's solution](#)

400.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Maksim1744's solution](#)

401.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Maksim1744's solution](#)

402.

1366A

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

Quality: 32,995 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Maksim1744's solution](#)

403.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2020-05-24 · last AC: 2020-05-24 · Q# (first AC) · Tags: *special
[Maksim1744's solution](#)

404.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[Maksim1744's solution](#)

405.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,619 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Maksim1744's solution](#)

406.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Maksim1744's solution](#)

407.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Maksim1744's solution](#)

408.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[Maksim1744's solution](#)

409.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

410.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Maksim1744's solution](#)

411.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

412.

1255B

[Fridge Lockers](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

413.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

414.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

415.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

416.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

417.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Maksim1744's solution](#)

418.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Maksim1744's solution](#)

419.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

420.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

421.

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

422.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

423.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Maksim1744's solution](#)

424.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Maksim1744's solution](#)

425.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,548 global accepts · Rating: 1200 · first AC: 2025-10-30 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Maksim1744's solution](#)

426.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy

[Maksim1744's solution](#)

427.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · Rust 2021 (first AC) · Tags: bitmasks, brute force, math, number theory

[Maksim1744's solution](#)

428.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

429.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Maksim1744's solution](#)

430.

1975C

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

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Maksim1744's solution](#)

431.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Maksim1744's solution](#)

432.

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

[Maksim1744's solution](#)

433.

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

[Maksim1744's solution](#)

434.

1769C1

[A Good CD\\$C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[Maksim1744's solution](#)

435.

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

[Maksim1744's solution](#)

436.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Maksim1744's solution](#)

437.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,786 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Maksim1744's solution](#)

438.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Maksim1744's solution](#)

439.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[Maksim1744's solution](#)

440.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Maksim1744's solution](#)

441.

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
[Maksim1744's solution](#)

442.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · last AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Maksim1744's solution](#)

443.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Maksim1744's solution](#)

444.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[Maksim1744's solution](#)

445.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[Maksim1744's solution](#)

446.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,807 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[Maksim1744's solution](#)

447.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings
[Maksim1744's solution](#)

448.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[Maksim1744's solution](#)

449.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · last AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[Maksim1744's solution](#)

450.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,473 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Maksim1744's solution](#)

451.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,457 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

452.

1536B

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

Quality: 25,023 global accepts · Rating: 1200 · first AC: 2021-06-06 · last AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[Maksim1744's solution](#)

453.

1527B1

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

Quality: 34,391 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Maksim1744's solution](#)

454.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[Maksim1744's solution](#)

455.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Maksim1744's solution](#)

456.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Maksim1744's solution](#)

457.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Maksim1744's solution](#)

458.

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

459.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,349 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

460.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

461.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

462.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

463.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 1200 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[Maksim1744's solution](#)

464.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Maksim1744's solution](#)

465.

1437B

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

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C11 (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

466.

1433D

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

Quality: 30,571 global accepts · Rating: 1200 · first AC: 2020-10-22 · GNU C11 (first AC) · Tags: constructive algorithms, dfs and similar

[Maksim1744's solution](#)

467.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Maksim1744's solution](#)

468.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,639 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Maksim1744's solution](#)

469.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Maksim1744's solution](#)

470.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

471.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

472.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,608 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

473.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Maksim1744's solution](#)

474.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Maksim1744's solution](#)

475.

1001H

[Oracle for \$f\(x\)\$ = parity of the number of 1s in \$x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2020-05-24 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

476.

1343C

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

Quality: 44,064 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Maksim1744's solution](#)

477.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

478.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Maksim1744's solution](#)

479.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Maksim1744's solution](#)

480.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

481.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

482.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Maksim1744's solution](#)

483.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,705 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Maksim1744's solution](#)

484.

1185C1

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

Quality: 11,898 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Maksim1744's solution](#)

485.

1185B

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

Quality: 14,220 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Maksim1744's solution](#)

486.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1200 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Maksim1744's solution](#)

487.

1097B

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

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[Maksim1744's solution](#)

488.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Maksim1744's solution](#)

489.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,522 global accepts · Rating: 1200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[Maksim1744's solution](#)

490.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Maksim1744's solution](#)

491.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Maksim1744's solution](#)

492.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Maksim1744's solution](#)

493.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Maksim1744's solution](#)

494.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

495.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,422 global accepts · Rating: 1200 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

496.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,843 global accepts · Rating: 1200 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Maksim1744's solution](#)

497.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

498.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,026 global accepts · Rating: 1200 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

499.

1064B

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

Quality: 7,936 global accepts · Rating: 1200 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

500.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

501.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

502.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

503.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

504.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

505.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Maksim1744's solution](#)

506.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,798 global accepts · Rating: 1200 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Maksim1744's solution](#)

507.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Maksim1744's solution](#)

508.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,328 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Maksim1744's solution](#)

509.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · Python 3 (first AC) · Tags: brute force

[Maksim1744's solution](#)

510.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-04-09 · last AC: 2018-04-09 · Python 3 (first AC) · Tags: *special, strings

[Maksim1744's solution](#)

511.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,096 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Maksim1744's solution](#)

512.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Maksim1744's solution](#)

513.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Maksim1744's solution](#)

514.

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

[Maksim1744's solution](#)

515.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Maksim1744's solution](#)

516.

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
[Maksim1744's solution](#)

517.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Maksim1744's solution](#)

518.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2022-12-10 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math, number theory
[Maksim1744's solution](#)

519.

1769C2

[A070010 CD\\$:C "•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp
[Maksim1744's solution](#)

520.

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
[Maksim1744's solution](#)

521.

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
[Maksim1744's solution](#)

522.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[Maksim1744's solution](#)

523.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Maksim1744's solution](#)

524.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Maksim1744's solution](#)

525.

1650D

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

Quality: 14,688 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Maksim1744's solution](#)

526.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Maksim1744's solution](#)

527.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

528.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Maksim1744's solution](#)

529.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, math

[Maksim1744's solution](#)

530.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

531.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,412 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Maksim1744's solution](#)

532.

1563A

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

Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maksim1744's solution](#)

533.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Maksim1744's solution](#)

534.

1534C

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

Quality: 13,805 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Maksim1744's solution](#)

535.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Maksim1744's solution](#)

536.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Maksim1744's solution](#)

537.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

538.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Maksim1744's solution](#)

539.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1300 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[Maksim1744's solution](#)

540.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,875 global accepts · Rating: 1300 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Maksim1744's solution](#)

541.

1470A

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

Quality: 29,381 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Maksim1744's solution](#)

542.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Maksim1744's solution](#)

543.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Maksim1744's solution](#)

544.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,835 global accepts · Rating: 1300 · first AC: 2020-10-22 · GNU C11 (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

545.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-08 · last AC: 2020-10-08 · Rust (first AC) · Tags: greedy, implementation, math

[Maksim1744's solution](#)

546.

1420C1

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

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Maksim1744's solution](#)

547.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Maksim1744's solution](#)

548.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,067 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[Maksim1744's solution](#)

549.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[Maksim1744's solution](#)

550.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[Maksim1744's solution](#)

551.

1372B

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

Quality: 36,380 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Maksim1744's solution](#)

552.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,368 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Maksim1744's solution](#)

553.

1373C

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

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[Maksim1744's solution](#)

554.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Maksim1744's solution](#)

555.

1364B

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

Quality: 26,173 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[Maksim1744's solution](#)

556.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,948 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Maksim1744's solution](#)

557.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2020-05-25 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

558.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2020-05-24 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

559.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Maksim1744's solution](#)

560.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

561.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Maksim1744's solution](#)

562.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Maksim1744's solution](#)

563.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Maksim1744's solution](#)

564.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Maksim1744's solution](#)

565.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,771 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Maksim1744's solution](#)

566.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Maksim1744's solution](#)

567.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

568.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Maksim1744's solution](#)

569.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Maksim1744's solution](#)

570.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,001 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Maksim1744's solution](#)

571.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

572.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Maksim1744's solution](#)

573.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Maksim1744's solution](#)

574.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

575.

1119B

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

Quality: 16,363 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Maksim1744's solution](#)

576.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1300 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

577.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Maksim1744's solution](#)

578.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[Maksim1744's solution](#)

579.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,599 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

580.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[Maksim1744's solution](#)

581.

1064C

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

Rating: 1300 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

582.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

583.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Maksim1744's solution](#)

584.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

585.

929B

[AÄDDBC 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-04-19 · Python 3 (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

586.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · Python 3 (first AC) · Tags: math

[Maksim1744's solution](#)

587.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[Maksim1744's solution](#)

588.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · Python 3 (first AC) · Tags: implementation

[Maksim1744's solution](#)

589.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Maksim1744's solution](#)

590.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Maksim1744's solution](#)

591.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Maksim1744's solution](#)

592.

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

[Maksim1744's solution](#)

593.

1967A

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

Quality: 14,938 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Maksim1744's solution](#)

594.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

595.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Maksim1744's solution](#)

596.

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

[Maksim1744's solution](#)

597.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

598.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[Maksim1744's solution](#)

599.

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

[Maksim1744's solution](#)

600.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,505 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

601.

1771B

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

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Maksim1744's solution](#)

602.

1769B2

[A > C08D | > C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[Maksim1744's solution](#)

603.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Maksim1744's solution](#)

604.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Maksim1744's solution](#)

605.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Maksim1744's solution](#)

606.

1761C

[Set Construction](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

607.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Maksim1744's solution](#)

608.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Maksim1744's solution](#)

609.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1400 · first AC: 2022-10-04 · last AC: 2022-10-04 · Rust 2021 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Maksim1744's solution](#)

610.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Maksim1744's solution](#)

611.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Maksim1744's solution](#)

612.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Maksim1744's solution](#)

613.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation

[Maksim1744's solution](#)

614.

279B

[Books](#) · [Tutorial](#)

Quality: 72,401 global accepts · Rating: 1400 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Maksim1744's solution](#)

615.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Maksim1744's solution](#)

616.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Maksim1744's solution](#)

617.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Maksim1744's solution](#)

618.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

619.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Maksim1744's solution](#)

620.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Maksim1744's solution](#)

621.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Maksim1744's solution](#)

622.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,605 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

623.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Maksim1744's solution](#)

624.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, implementation, math

[Maksim1744's solution](#)

625.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Maksim1744's solution](#)

626.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Maksim1744's solution](#)

627.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

628.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,359 global accepts · Rating: 1400 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures,

implementation

[Maksim1744's solution](#)

629.

1443C

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

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Maksim1744's solution](#)

630.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[Maksim1744's solution](#)

631.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Maksim1744's solution](#)

632.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Maksim1744's solution](#)

633.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[Maksim1744's solution](#)

634.

1362C

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

Quality: 23,701 global accepts · Rating: 1400 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Maksim1744's solution](#)

635.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

636.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-10-26 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Maksim1744's solution](#)

637.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · Rust (first AC) · Tags: constructive algorithms, strings

[Maksim1744's solution](#)

638.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Maksim1744's solution](#)

639.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

640.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,582 global accepts · Rating: 1400 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

641.

226A

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

Quality: 4,351 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maksim1744's solution](#)

642.

1393B

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

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

[Maksim1744's solution](#)

643.

1375C

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

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

[Maksim1744's solution](#)

644.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,137 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Maksim1744's solution](#)

645.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,120 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

646.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2020-05-24 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

647.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2020-05-24 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

648.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2020-05-24 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

649.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2020-05-24 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

650.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Maksim1744's solution](#)

651.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Maksim1744's solution](#)

652.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Maksim1744's solution](#)

653.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,656 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Maksim1744's solution](#)

654.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

655.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Maksim1744's solution](#)

656.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Maksim1744's solution](#)

657.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Maksim1744's solution](#)

658.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Maksim1744's solution](#)

659.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

660.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Maksim1744's solution](#)

661.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,246 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

662.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

663.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Maksim1744's solution](#)

664.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Maksim1744's solution](#)

665.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1400 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

666.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

667.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,644 global accepts · Rating: 1400 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Maksim1744's solution](#)

668.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

669.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

670.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,407 global accepts · Rating: 1400 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu

[Maksim1744's solution](#)

671.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

672.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

673.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Maksim1744's solution](#)

674.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Maksim1744's solution](#)

675.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[Maksim1744's solution](#)

676.

977D

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

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[Maksim1744's solution](#)

677.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Maksim1744's solution](#)

678.

929A

[A to C](#) · [Tutorial](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-04-19 · Python 3 (first AC) · Tags: *special, greedy, implementation

[Maksim1744's solution](#)

679.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math

[Maksim1744's solution](#)

680.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · Python 3 (first AC) · Tags: implementation

[Maksim1744's solution](#)

681.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · Python 3 (first AC) · Tags: brute force, implementation, math

[Maksim1744's solution](#)

682.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1400 · first AC: 2018-04-09 · Python 3 (first AC) · Tags: *special, dp

[Maksim1744's solution](#)

683.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Maksim1744's solution](#)

684.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Maksim1744's solution](#)

685.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Maksim1744's solution](#)

686.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Maksim1744's solution](#)

687.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Maksim1744's solution](#)

688.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Maksim1744's solution](#)

689.

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

[Maksim1744's solution](#)

690.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Maksim1744's solution](#)

691.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Maksim1744's solution](#)

692.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Maksim1744's solution](#)

693.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Maksim1744's solution](#)

694.

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

[Maksim1744's solution](#)

695.

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

[Maksim1744's solution](#)

696.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Maksim1744's solution](#)

697.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Maksim1744's solution](#)

698.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,930 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Maksim1744's solution](#)

699.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Maksim1744's solution](#)

700.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Maksim1744's solution](#)

701.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[Maksim1744's solution](#)

702.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[Maksim1744's solution](#)

703.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[Maksim1744's solution](#)

704.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Maksim1744's solution](#)

705.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

706.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Maksim1744's solution](#)

707.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,532 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Maksim1744's solution](#)

708.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[Maksim1744's solution](#)

709.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Maksim1744's solution](#)

710.

1486B

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

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Maksim1744's solution](#)

711.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Maksim1744's solution](#)

712.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Maksim1744's solution](#)

713.

959C

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

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[Maksim1744's solution](#)

714.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Maksim1744's solution](#)

715.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[Maksim1744's solution](#)

716.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

717.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

718.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,181 global accepts · Rating: 1500 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Maksim1744's solution](#)

719.

1466D

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

Quality: 14,630 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Maksim1744's solution](#)

720.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Maksim1744's solution](#)

721.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

722.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Maksim1744's solution](#)

723.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1500 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, sortings

[Maksim1744's solution](#)

724.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,599 global accepts · Rating: 1500 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Maksim1744's solution](#)

725.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C11 (first AC) · Tags: binary search, combinatorics

[Maksim1744's solution](#)

726.

1408C

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

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

[Maksim1744's solution](#)

727.

1416A

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

Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Maksim1744's solution](#)

728.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

729.

1418C

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

Quality: 28,125 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Maksim1744's solution](#)

730.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math

[Maksim1744's solution](#)

731.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

732.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Maksim1744's solution](#)

733.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation

[Maksim1744's solution](#)

734.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Maksim1744's solution](#)

735.

1372C

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

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

[Maksim1744's solution](#)

736.

1368C

[Even Picture](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

737.

1368B

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

Quality: 21,417 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Maksim1744's solution](#)

738.

1366C

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

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

[Maksim1744's solution](#)

739.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2020-05-25 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

740.

1340A

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

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

[Maksim1744's solution](#)

741.

1338A

[Powered Addition](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

742.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Maksim1744's solution](#)

743.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Maksim1744's solution](#)

744.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,969 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Maksim1744's solution](#)

745.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,549 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Maksim1744's solution](#)

746.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

747.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

748.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Maksim1744's solution](#)

749.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

750.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Maksim1744's solution](#)

751.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Maksim1744's solution](#)

752.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1500 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Maksim1744's solution](#)

753.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Maksim1744's solution](#)

754.

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Maksim1744's solution](#)

755.

1161A

[Hide and Seek · Tutorial](#)

Rating: 1500 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[Maksim1744's solution](#)

756.

1084C

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

Quality: 11,653 global accepts · Rating: 1500 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[Maksim1744's solution](#)

757.

1119C

[Ramesses and Corner Inversion · Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Maksim1744's solution](#)

758.

1139C

[Edgy Trees · Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[Maksim1744's solution](#)

759.

1136C

[Nastya Is Transposing Matrices · Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Maksim1744's solution](#)

760.

1110C

[Meaningless Operations · Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Maksim1744's solution](#)

761.

1081C

[Colorful Bricks · Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Maksim1744's solution](#)

762.

1081B

[Farewell Party · Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Maksim1744's solution](#)

763.

1072B

[Curiosity Has No Limits · Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Maksim1744's solution](#)

764.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

765.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[Maksim1744's solution](#)

766.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

767.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

768.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,852 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Maksim1744's solution](#)

769.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2018-05-13 · Python 3 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Maksim1744's solution](#)

770.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

771.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

772.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Maksim1744's solution](#)

773.

977E

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

Quality: 25,610 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Maksim1744's solution](#)

774.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Maksim1744's solution](#)

775.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · Python 3 (first AC) · Tags: implementation

[Maksim1744's solution](#)

776.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Maksim1744's solution](#)

777.

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

[Maksim1744's solution](#)

778.

1781C

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

Quality: 10,455 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Maksim1744's solution](#)

779.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Maksim1744's solution](#)

780.

1771C

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

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Maksim1744's solution](#)

781.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Maksim1744's solution](#)

782.

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

[Maksim1744's solution](#)

783.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Maksim1744's solution](#)

784.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math
[Maksim1744's solution](#)

785.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[Maksim1744's solution](#)

786.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[Maksim1744's solution](#)

787.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Maksim1744's solution](#)

788.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[Maksim1744's solution](#)

789.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Maksim1744's solution](#)

790.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math
[Maksim1744's solution](#)

791.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[Maksim1744's solution](#)

792.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[Maksim1744's solution](#)

793.

1526C2

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

Quality: 29,723 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[Maksim1744's solution](#)

794.

1528A

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

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Maksim1744's solution](#)

795.

1527C

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

Quality: 14,976 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[Maksim1744's solution](#)

796.

1519D

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

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Maksim1744's solution](#)

797.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Maksim1744's solution](#)

798.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Maksim1744's solution](#)

799.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Maksim1744's solution](#)

800.

1512E

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

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Maksim1744's solution](#)

801.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[Maksim1744's solution](#)

802.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

803.

1486C1

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

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

[Maksim1744's solution](#)

804.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[Maksim1744's solution](#)

805.

1475E

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Maksim1744's solution](#)

806.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Maksim1744's solution](#)

807.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Maksim1744's solution](#)

808.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,603 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

809.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,290 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

810.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

811.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Maksim1744's solution](#)

812.

1437D

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

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-10-27 · GNU C11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[Maksim1744's solution](#)

813.

1346D

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

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-10-26 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[Maksim1744's solution](#)

814.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-10-26 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[Maksim1744's solution](#)

815.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[Maksim1744's solution](#)

816.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Maksim1744's solution](#)

817.

1213D2

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

Quality: 12,197 global accepts · Rating: 1600 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Maksim1744's solution](#)

818.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Maksim1744's solution](#)

819.

59C

[Title](#) · [Tutorial](#)

Quality: 2,453 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing

[Maksim1744's solution](#)

820.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,982 global accepts · Rating: 1600 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Maksim1744's solution](#)

821.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,582 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Maksim1744's solution](#)

822.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,707 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Maksim1744's solution](#)

823.

1373D

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

Quality: 17,665 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Maksim1744's solution](#)

824.

1364C

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

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

[Maksim1744's solution](#)

825.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Maksim1744's solution](#)

826.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2020-05-24 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

827.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,632 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Maksim1744's solution](#)

828.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[Maksim1744's solution](#)

829.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

830.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · last AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Maksim1744's solution](#)

831.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Maksim1744's solution](#)

832.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

833.

1305C

[Kuron and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Maksim1744's solution](#)

834.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Maksim1744's solution](#)

835.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Maksim1744's solution](#)

836.

1295C

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

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Maksim1744's solution](#)

837.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Maksim1744's solution](#)

838.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

839.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Maksim1744's solution](#)

840.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

841.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Maksim1744's solution](#)

842.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Maksim1744's solution](#)

843.

1251C

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

Quality: 14,334 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Maksim1744's solution](#)

844.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[Maksim1744's solution](#)

845.

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Maksim1744's solution](#)

846.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Maksim1744's solution](#)

847.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

848.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

849.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Maksim1744's solution](#)

850.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Maksim1744's solution](#)

851.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Maksim1744's solution](#)

852.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

853.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Maksim1744's solution](#)

854.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Maksim1744's solution](#)

855.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Maksim1744's solution](#)

856.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Maksim1744's solution](#)

857.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maksim1744's solution](#)

858.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

859.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

860.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Maksim1744's solution](#)

861.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Maksim1744's solution](#)

862.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,565 global accepts · Rating: 1600 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Maksim1744's solution](#)

863.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

864.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-05-06 · Python 3 (first AC) · Tags: implementation

[Maksim1744's solution](#)

865.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Maksim1744's solution](#)

866.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Maksim1744's solution](#)

867.

958E1

[Guard Duty \(easy\) · Tutorial](#)

Quality: 1,782 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math
[Maksim1744's solution](#)

868.

962D

[Merge Equals · Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Maksim1744's solution](#)

869.

2178D

[Xmas or Hysteria · Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Maksim1744's solution](#)

870.

2161B

[Make Connected · Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · Rust 2021 (first AC) · Tags: brute force, implementation
[Maksim1744's solution](#)

871.

2147D

[Game on Array · Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · Rust 2021 (first AC) · Tags: games, greedy
[Maksim1744's solution](#)

872.

2122C

[Manhattan Pairs · Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[Maksim1744's solution](#)

873.

2124D

[Make a Palindrome · Tutorial](#)

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: greedy, sortings, two pointers
[Maksim1744's solution](#)

874.

2053D

[Refined Product Optimality · Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[Maksim1744's solution](#)

875.

2039D

[Shohag Loves GCD · Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Maksim1744's solution](#)

876.

2029C

[New Rating · Tutorial](#)

Quality: 7,584 global accepts · Rating: 1700 · first AC: 2024-11-09 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy
[Maksim1744's solution](#)

877.

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
[Maksim1744's solution](#)

878.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
[Maksim1744's solution](#)

879.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Maksim1744's solution](#)

880.

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
[Maksim1744's solution](#)

881.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[Maksim1744's solution](#)

882.

1779D

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

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[Maksim1744's solution](#)

883.

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
[Maksim1744's solution](#)

884.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games
[Maksim1744's solution](#)

885.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1700 · first AC: 2022-10-04 · last AC: 2022-10-04 · Rust 2021 (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[Maksim1744's solution](#)

886.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Maksim1744's solution](#)

887.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Maksim1744's solution](#)

888.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Maksim1744's solution](#)

889.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Maksim1744's solution](#)

890.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

891.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[Maksim1744's solution](#)

892.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Maksim1744's solution](#)

893.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Maksim1744's solution](#)

894.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, bitmasks, dp, greedy

[Maksim1744's solution](#)

895.

1578H

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

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

896.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Maksim1744's solution](#)

897.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, two pointers

[Maksim1744's solution](#)

898.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Maksim1744's solution](#)

899.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Maksim1744's solution](#)

900.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Maksim1744's solution](#)

901.

1538D

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

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Maksim1744's solution](#)

902.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

903.

1516C

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

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Maksim1744's solution](#)

904.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1700 · first AC: 2021-04-10 · last AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Maksim1744's solution](#)

905.

938C

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

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[Maksim1744's solution](#)

906.

1497E1

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

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math,

number theory, two pointers

[Maksim1744's solution](#)

907.

1491C

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

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

[Maksim1744's solution](#)

908.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Maksim1744's solution](#)

909.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Maksim1744's solution](#)

910.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Maksim1744's solution](#)

911.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[Maksim1744's solution](#)

912.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2021-01-24 · last AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

913.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

914.

1474C

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

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

[Maksim1744's solution](#)

915.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

916.

1467B

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

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

917.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Maksim1744's solution](#)

918.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Maksim1744's solution](#)

919.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[Maksim1744's solution](#)

920.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Maksim1744's solution](#)

921.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,364 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Maksim1744's solution](#)

922.

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-10-26 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs

[Maksim1744's solution](#)

923.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1700 · first AC: 2020-10-11 · Rust (first AC) · Tags: binary search, data structures, greedy, two pointers

[Maksim1744's solution](#)

924.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-08 · last AC: 2020-10-08 · Rust (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

925.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

[Maksim1744's solution](#)

926.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Maksim1744's solution](#)

927.

1406C

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

Quality: 11,777 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, trees

[Maksim1744's solution](#)

928.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[Maksim1744's solution](#)

929.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Maksim1744's solution](#)

930.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[Maksim1744's solution](#)

931.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation

[Maksim1744's solution](#)

932.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Maksim1744's solution](#)

933.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

934.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

935.

1393C

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

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

[Maksim1744's solution](#)

936.

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Maksim1744's solution](#)

937.

1368D

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

Quality: 13,655 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Maksim1744's solution](#)

938.

1361A

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

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Maksim1744's solution](#)

939.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2020-05-25 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

940.

1340B

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

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

[Maksim1744's solution](#)

941.

1343D

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

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Maksim1744's solution](#)

942.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Maksim1744's solution](#)

943.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Maksim1744's solution](#)

944.

1329B

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

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

[Maksim1744's solution](#)

945.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Maksim1744's solution](#)

946.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,526 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

947.

1320B

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

Quality: 6,438 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Maksim1744's solution](#)

948.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Maksim1744's solution](#)

949.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[Maksim1744's solution](#)

950.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[Maksim1744's solution](#)

951.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[Maksim1744's solution](#)

952.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[Maksim1744's solution](#)

953.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · last AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Maksim1744's solution](#)

954.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Maksim1744's solution](#)

955.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Maksim1744's solution](#)

956.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[Maksim1744's solution](#)

957.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Maksim1744's solution](#)

958.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Maksim1744's solution](#)

959.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[Maksim1744's solution](#)

960.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[Maksim1744's solution](#)

961.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Maksim1744's solution](#)

962.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 1700 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Maksim1744's solution](#)

963.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[Maksim1744's solution](#)

964.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[Maksim1744's solution](#)

965.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Maksim1744's solution](#)

966.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2019-03-29 · Python 3 (first AC) · Tags: *special
[Maksim1744's solution](#)

967.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu
[Maksim1744's solution](#)

968.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Maksim1744's solution](#)

969.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

970.

1086B

[Minimum Diameter Tree](#) · Tutorial

Rating: 1700 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[Maksim1744's solution](#)

971.

1129A1

[Toy Train \(Simplified\)](#) · Tutorial

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Maksim1744's solution](#)

972.

1027D

[Mouse Hunt](#) · Tutorial

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Maksim1744's solution](#)

973.

990D

[Graph And Its Complement](#) · Tutorial

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Maksim1744's solution](#)

974.

980C

[Posterized](#) · Tutorial

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Maksim1744's solution](#)

975.

977F

[Consecutive Subsequence](#) · Tutorial

Quality: 25,124 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

976.

923A

[Primal Sport](#) · Tutorial

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

977.

929C

[A Problem About Divisors](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-04-19 · Python 3 (first AC) · Tags: *special, combinatorics, math

[Maksim1744's solution](#)

978.

2211C2

[Equal Multisets \(Hard Version\)](#) · Tutorial

Quality: 3,669 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Maksim1744's solution](#)

979.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · Tutorial

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · Rust 2021 (first AC) · Tags: bitmasks, brute force, math, number theory

[Maksim1744's solution](#)

980.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Maksim1744's solution](#)

981.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Maksim1744's solution](#)

982.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Maksim1744's solution](#)

983.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Maksim1744's solution](#)

984.

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

[Maksim1744's solution](#)

985.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Maksim1744's solution](#)

986.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Maksim1744's solution](#)

987.

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

[Maksim1744's solution](#)

988.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Maksim1744's solution](#)

989.

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Maksim1744's solution](#)

990.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Maksim1744's solution](#)

991.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Maksim1744's solution](#)

992.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Maksim1744's solution](#)

993.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

994.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

995.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,389 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Maksim1744's solution](#)

996.

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

[Maksim1744's solution](#)

997.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Maksim1744's solution](#)

998.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[Maksim1744's solution](#)

999.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

1000.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Maksim1744's solution](#)

1001.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Maksim1744's solution](#)

1002.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

1003.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Maksim1744's solution](#)

1004.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Maksim1744's solution](#)

1005.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Maksim1744's solution](#)

1006.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Maksim1744's solution](#)

1007.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Maksim1744's solution](#)

1008.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Maksim1744's solution](#)

1009.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Maksim1744's solution](#)

1010.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Maksim1744's solution](#)

1011.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1800 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

1012.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[Maksim1744's solution](#)

1013.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Maksim1744's solution](#)

1014.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Maksim1744's solution](#)

1015.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Maksim1744's solution](#)

1016.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Maksim1744's solution](#)

1017.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,508 global accepts · Rating: 1800 · first AC: 2021-03-13 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Maksim1744's solution](#)

1018.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Maksim1744's solution](#)

1019.

1491D

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

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

[Maksim1744's solution](#)

1020.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Maksim1744's solution](#)

1021.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Maksim1744's solution](#)

1022.

1443D

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

Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Maksim1744's solution](#)

1023.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Maksim1744's solution](#)

1024.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1025.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Maksim1744's solution](#)

1026.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Maksim1744's solution](#)

1027.

1462F

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

Quality: 8,536 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Maksim1744's solution](#)

1028.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Maksim1744's solution](#)

1029.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Maksim1744's solution](#)

1030.

1441A

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

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[Maksim1744's solution](#)

1031.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Maksim1744's solution](#)

1032.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1800 · first AC: 2020-10-27 · GNU C11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Maksim1744's solution](#)

1033.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[Maksim1744's solution](#)

1034.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Maksim1744's solution](#)

1035.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · last AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Maksim1744's solution](#)

1036.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Maksim1744's solution](#)

1037.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Maksim1744's solution](#)

1038.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, number theory

[Maksim1744's solution](#)

1039.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Maksim1744's solution](#)

1040.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 1800 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Maksim1744's solution](#)

1041.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,699 global accepts · Rating: 1800 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Maksim1744's solution](#)

1042.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[Maksim1744's solution](#)

1043.

1398D

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

Quality: 12,540 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Maksim1744's solution](#)

1044.

300C

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics

[Maksim1744's solution](#)

1045.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, two pointers

[Maksim1744's solution](#)

1046.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Maksim1744's solution](#)

1047.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

1048.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,808 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Maksim1744's solution](#)

1049.

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2020-05-25 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

1050.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · last AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Maksim1744's solution](#)

1051.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Maksim1744's solution](#)

1052.

1329A

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

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

[Maksim1744's solution](#)

1053.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

1054.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Maksim1744's solution](#)

1055.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Maksim1744's solution](#)

1056.

1290B

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

Quality: 7,153 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Maksim1744's solution](#)

1057.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

1058.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Maksim1744's solution](#)

1059.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Maksim1744's solution](#)

1060.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Maksim1744's solution](#)

1061.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Maksim1744's solution](#)

1062.

1179B

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

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1063.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

1064.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1800 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Maksim1744's solution](#)

1065.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Maksim1744's solution](#)

1066.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Maksim1744's solution](#)

1067.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Maksim1744's solution](#)

1068.

1083A

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

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Maksim1744's solution](#)

1069.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1070.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1800 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Maksim1744's solution](#)

1071.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Maksim1744's solution](#)

1072.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Maksim1744's solution](#)

1073.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

1074.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

1075.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Maksim1744's solution](#)

1076.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,093 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

1077.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maksim1744's solution](#)

1078.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Maksim1744's solution](#)

1079.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Maksim1744's solution](#)

1080.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Maksim1744's solution](#)

1081.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

1082.

952D

[I'm Feeling Lucky! · Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-05-06 · Python 3 (first AC) · Tags: *special, probabilities

[Maksim1744's solution](#)

1083.

923C

[Perfect Security · Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[Maksim1744's solution](#)

1084.

964C

[Alternating Sum · Tutorial](#)

Rating: 1800 · first AC: 2018-04-17 · Python 3 (first AC) · Tags: math, matrices, number theory

[Maksim1744's solution](#)

1085.

958F2

[Lightsabers \(medium\) · Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2018-04-14 · Python 3 (first AC) · Tags: binary search, two pointers

[Maksim1744's solution](#)

1086.

2211D

[AND-array · Tutorial](#)

Quality: 2,893 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Maksim1744's solution](#)

1087.

2190B2

[Sub-RBS \(Hard Version\) · Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Maksim1744's solution](#)

1088.

2180D

[Insolvable Disks · Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Maksim1744's solution](#)

1089.

2180C

[XOR-factorization · Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Maksim1744's solution](#)

1090.

2068F

[Mascot Naming · Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, strings

[Maksim1744's solution](#)

1091.

2053E

[Resourceful Caterpillar Sequence · Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Maksim1744's solution](#)

1092.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Maksim1744's solution](#)

1093.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Maksim1744's solution](#)

1094.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Maksim1744's solution](#)

1095.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1096.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Maksim1744's solution](#)

1097.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Maksim1744's solution](#)

1098.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1099.

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

[Maksim1744's solution](#)

1100.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,502 global accepts · Rating: 1900 · first AC: 2022-12-10 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Maksim1744's solution](#)

1101.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-10-20 · Rust 2021 (first AC) · Tags: data structures, dp, greedy

[Maksim1744's solution](#)

1102.

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

[Maksim1744's solution](#)**1103.**

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

[Maksim1744's solution](#)**1104.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Maksim1744's solution](#)**1105.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Maksim1744's solution](#)**1106.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Maksim1744's solution](#)**1107.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Maksim1744's solution](#)**1108.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Maksim1744's solution](#)**1109.**

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Maksim1744's solution](#)**1110.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Maksim1744's solution](#)**1111.**

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, number theory

[Maksim1744's solution](#)

1112.

1563B

[Up the Strip](#) · [Tutorial](#)

Quality: 1900 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Maksim1744's solution](#)

1113.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[Maksim1744's solution](#)

1114.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

1115.

1547F

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

Quality: 6,949 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Maksim1744's solution](#)

1116.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Maksim1744's solution](#)

1117.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Maksim1744's solution](#)

1118.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Maksim1744's solution](#)

1119.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,814 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Maksim1744's solution](#)

1120.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Maksim1744's solution](#)

1121.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Maksim1744's solution](#)

1122.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Maksim1744's solution](#)

1123.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[Maksim1744's solution](#)

1124.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Maksim1744's solution](#)

1125.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Maksim1744's solution](#)

1126.

1486C2

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

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

[Maksim1744's solution](#)

1127.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Maksim1744's solution](#)

1128.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Maksim1744's solution](#)

1129.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[Maksim1744's solution](#)

1130.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Maksim1744's solution](#)

1131.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

1132.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Maksim1744's solution](#)

1133.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Maksim1744's solution](#)

1134.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · GNU C11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Maksim1744's solution](#)

1135.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,381 global accepts · Rating: 1900 · first AC: 2020-10-18 · Rust (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Maksim1744's solution](#)

1136.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1900 · first AC: 2020-10-11 · Rust (first AC) · Tags: data structures, greedy, strings

[Maksim1744's solution](#)

1137.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 1900 · first AC: 2020-09-06 · last AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Maksim1744's solution](#)

1138.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Maksim1744's solution](#)

1139.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Maksim1744's solution](#)

1140.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Maksim1744's solution](#)

1141.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Maksim1744's solution](#)

1142.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
[Maksim1744's solution](#)

1143.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math
[Maksim1744's solution](#)

1144.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[Maksim1744's solution](#)

1145.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Maksim1744's solution](#)

1146.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2020-08-17 · last AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings
[Maksim1744's solution](#)

1147.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Maksim1744's solution](#)

1148.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing
[Maksim1744's solution](#)

1149.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Maksim1744's solution](#)

1150.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings
[Maksim1744's solution](#)

1151.

1371E1

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

Quality: 5,527 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[Maksim1744's solution](#)

1152.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Maksim1744's solution](#)

1153.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Maksim1744's solution](#)

1154.

1002A4

[Generate W state](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 1900 · first AC: 2020-05-25 · Q# (first AC) · Tags: *special

[Maksim1744's solution](#)

1155.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Maksim1744's solution](#)

1156.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Maksim1744's solution](#)

1157.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Maksim1744's solution](#)

1158.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Maksim1744's solution](#)

1159.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Maksim1744's solution](#)

1160.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Maksim1744's solution](#)

1161.

1245D

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

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Maksim1744's solution](#)

1162.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Maksim1744's solution](#)

1163.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Maksim1744's solution](#)

1164.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Maksim1744's solution](#)

1165.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,448 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Maksim1744's solution](#)

1166.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Maksim1744's solution](#)

1167.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Maksim1744's solution](#)

1168.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Maksim1744's solution](#)

1169.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Maksim1744's solution](#)

1170.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[Maksim1744's solution](#)

1171.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Maksim1744's solution](#)

1172.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Maksim1744's solution](#)

1173.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1900 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Maksim1744's solution](#)

1174.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Maksim1744's solution](#)

1175.

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

1176.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Maksim1744's solution](#)

1177.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Maksim1744's solution](#)

1178.

1077F1

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

Quality: 5,348 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

1179.

1067A

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

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

1180.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[Maksim1744's solution](#)

1181.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Maksim1744's solution](#)

1182.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)

1183.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Maksim1744's solution](#)

1184.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Maksim1744's solution](#)

1185.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees

[Maksim1744's solution](#)

1186.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-05-06 · Python 3 (first AC) · Tags: *special, brute force, interactive

[Maksim1744's solution](#)

1187.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings, trees

[Maksim1744's solution](#)

1188.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, graphs, implementation

[Maksim1744's solution](#)

1189.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Maksim1744's solution](#)

1190.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · Rust 2021 (first AC) · Tags: combinatorics, greedy

[Maksim1744's solution](#)

1191.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Maksim1744's solution](#)

1192.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Maksim1744's solution](#)

1193.

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

[Maksim1744's solution](#)

1194.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Maksim1744's solution](#)

1195.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

1196.

1827B1

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

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

[Maksim1744's solution](#)

1197.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Maksim1744's solution](#)

1198.

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

[Maksim1744's solution](#)

1199.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Maksim1744's solution](#)

1200.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

1201.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-10-21 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Maksim1744's solution](#)

1202.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-10-08 · Rust 2021 (first AC) · Tags: greedy, implementation, math, number theory

[Maksim1744's solution](#)

1203.

1726D

[Edge Split](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

1204.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Maksim1744's solution](#)

1205.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

1206.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Maksim1744's solution](#)

1207.

1672F1

[Array Shuffling](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

1208.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Maksim1744's solution](#)

1209.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Maksim1744's solution](#)

1210.

1582E

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

Quality: 4,214 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Maksim1744's solution](#)

1211.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, constructive algorithms, dp

[Maksim1744's solution](#)

1212.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Maksim1744's solution](#)

1213.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Maksim1744's solution](#)

1214.

1563C

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

Rating: 2000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1215.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Maksim1744's solution](#)

1216.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Maksim1744's solution](#)

1217.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Maksim1744's solution](#)

1218.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-06-16 · last AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Maksim1744's solution](#)

1219.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Maksim1744's solution](#)

1220.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Maksim1744's solution](#)

1221.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 2000 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Maksim1744's solution](#)

1222.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Maksim1744's solution](#)

1223.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[Maksim1744's solution](#)

1224.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[Maksim1744's solution](#)

1225.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[Maksim1744's solution](#)

1226.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[Maksim1744's solution](#)

1227.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Maksim1744's solution](#)

1228.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,624 global accepts · Rating: 2000 · first AC: 2020-11-13 · GNU C11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[Maksim1744's solution](#)

1229.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special
[Maksim1744's solution](#)

1230.

1426F

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

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings
[Maksim1744's solution](#)

1231.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-10-26 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math
[Maksim1744's solution](#)

1232.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[Maksim1744's solution](#)

1233.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Maksim1744's solution](#)

1234.

1408D

[Searchlights](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

1235.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Maksim1744's solution](#)

1236.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

1237.

432D

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

Quality: 11,986 global accepts · Rating: 2000 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Maksim1744's solution](#)

1238.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Maksim1744's solution](#)

1239.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Maksim1744's solution](#)

1240.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

1241.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Maksim1744's solution](#)

1242.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[Maksim1744's solution](#)

1243.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[Maksim1744's solution](#)

1244.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[Maksim1744's solution](#)

1245.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Maksim1744's solution](#)

1246.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Maksim1744's solution](#)

1247.

1370D

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

Quality: 10,926 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Maksim1744's solution](#)

1248.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Maksim1744's solution](#)

1249.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Maksim1744's solution](#)

1250.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Maksim1744's solution](#)

1251.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

1252.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Maksim1744's solution](#)

1253.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[Maksim1744's solution](#)

1254.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[Maksim1744's solution](#)

1255.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Maksim1744's solution](#)

1256.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[Maksim1744's solution](#)

1257.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
[Maksim1744's solution](#)

1258.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[Maksim1744's solution](#)

1259.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[Maksim1744's solution](#)

1260.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[Maksim1744's solution](#)

1261.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Maksim1744's solution](#)

1262.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Maksim1744's solution](#)

1263.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Maksim1744's solution](#)

1264.

1185E

[Polycarp and Snakes · Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Maksim1744's solution](#)

1265.

1161C

[Thanos Nim · Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games

[Maksim1744's solution](#)

1266.

1142B

[Lynryd Skynryd · Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Maksim1744's solution](#)

1267.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Maksim1744's solution](#)

1268.

1131D

[Gourmet choice · Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Maksim1744's solution](#)

1269.

1132F

[Clear the String · Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

1270.

1129B

[Wrong Answer · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1271.

1103B

[Game with modulo · Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Maksim1744's solution](#)

1272.

897D

[Ithea Plays With Chtholly · Tutorial](#)

Rating: 2000 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[Maksim1744's solution](#)

1273.

965C

[Greedy Arkady · Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maksim1744's solution](#)

1274.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 2000 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Maksim1744's solution](#)

1275.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Maksim1744's solution](#)

1276.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,851 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Maksim1744's solution](#)

1277.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Maksim1744's solution](#)

1278.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy

[Maksim1744's solution](#)

1279.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

1280.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · Rust 2021 (first AC) · Tags: binary search, greedy, two pointers

[Maksim1744's solution](#)

1281.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Maksim1744's solution](#)

1282.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Maksim1744's solution](#)

1283.

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

[Maksim1744's solution](#)

1284.

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

[Maksim1744's solution](#)

1285.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Maksim1744's solution](#)

1286.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Maksim1744's solution](#)

1287.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · Rust 2021 (first AC) · Tags: data structures, greedy, strings

[Maksim1744's solution](#)

1288.

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Maksim1744's solution](#)

1289.

1761D

[Carry Bit](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

1290.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[Maksim1744's solution](#)

1291.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Maksim1744's solution](#)

1292.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Maksim1744's solution](#)

1293.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Maksim1744's solution](#)

1294.

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

[Maksim1744's solution](#)

1295.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

1296.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[Maksim1744's solution](#)

1297.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Maksim1744's solution](#)

1298.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Maksim1744's solution](#)

1299.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Maksim1744's solution](#)

1300.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Maksim1744's solution](#)

1301.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Maksim1744's solution](#)

1302.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2021-05-10 · last AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Maksim1744's solution](#)

1303.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Maksim1744's solution](#)

1304.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Maksim1744's solution](#)

1305.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Maksim1744's solution](#)

1306.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Maksim1744's solution](#)

1307.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Maksim1744's solution](#)

1308.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Maksim1744's solution](#)

1309.

1466F

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

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

[Maksim1744's solution](#)

1310.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Maksim1744's solution](#)

1311.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

1312.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Maksim1744's solution](#)

1313.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy

[Maksim1744's solution](#)

1314.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Maksim1744's solution](#)

1315.

1433G

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

Quality: 5,115 global accepts · Rating: 2100 · first AC: 2020-10-22 · GNU C11 (first AC) · Tags: brute force, graphs, shortest paths

[Maksim1744's solution](#)

1316.

1433F

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

Quality: 6,746 global accepts · Rating: 2100 · first AC: 2020-10-22 · GNU C11 (first AC) · Tags: dp

[Maksim1744's solution](#)

1317.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Maksim1744's solution](#)

1318.

1409F

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

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Maksim1744's solution](#)

1319.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Maksim1744's solution](#)

1320.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Maksim1744's solution](#)

1321.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2020-08-18 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

1322.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices, sortings

[Maksim1744's solution](#)

1323.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · last AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Maksim1744's solution](#)

1324.

1393D

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

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

[Maksim1744's solution](#)

1325.

1370E

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

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

[Maksim1744's solution](#)

1326.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · last AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Maksim1744's solution](#)

1327.

1366E

[Two Arrays](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

1328.

1363D

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

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Maksim1744's solution](#)

1329.

1343E

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

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

[Maksim1744's solution](#)

1330.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Maksim1744's solution](#)

1331.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Maksim1744's solution](#)

1332.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

1333.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Maksim1744's solution](#)

1334.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy
[Maksim1744's solution](#)

1335.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[Maksim1744's solution](#)

1336.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[Maksim1744's solution](#)

1337.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[Maksim1744's solution](#)

1338.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities
[Maksim1744's solution](#)

1339.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[Maksim1744's solution](#)

1340.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[Maksim1744's solution](#)

1341.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[Maksim1744's solution](#)

1342.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[Maksim1744's solution](#)

1343.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[Maksim1744's solution](#)

1344.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Maksim1744's solution](#)

1345.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Maksim1744's solution](#)

1346.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[Maksim1744's solution](#)

1347.

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Maksim1744's solution](#)

1348.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[Maksim1744's solution](#)

1349.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[Maksim1744's solution](#)

1350.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Maksim1744's solution](#)

1351.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Maksim1744's solution](#)

1352.

1077F2

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

Quality: 4,183 global accepts · Rating: 2100 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Maksim1744's solution](#)

1353.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

1354.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Maksim1744's solution](#)

1355.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Maksim1744's solution](#)

1356.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Maksim1744's solution](#)

1357.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maksim1744's solution](#)

1358.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Maksim1744's solution](#)

1359.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Maksim1744's solution](#)

1360.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · Rust 2021 (first AC) · Tags: combinatorics, dp, implementation, math

[Maksim1744's solution](#)

1361.

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

[Maksim1744's solution](#)

1362.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Maksim1744's solution](#)

1363.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Maksim1744's solution](#)

1364.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Maksim1744's solution](#)

1365.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Maksim1744's solution](#)

1366.

1769D2

[A,3D00# CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Maksim1744's solution](#)

1367.

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

[Maksim1744's solution](#)

1368.

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

[Maksim1744's solution](#)

1369.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Maksim1744's solution](#)

1370.

1672E

[notepad.exe](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

1371.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Maksim1744's solution](#)

1372.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Maksim1744's solution](#)

1373.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Maksim1744's solution](#)

1374.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Maksim1744's solution](#)

1375.

1580C

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

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Maksim1744's solution](#)

1376.

279D

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

Quality: 856 global accepts · Rating: 2200 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Maksim1744's solution](#)

1377.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Maksim1744's solution](#)

1378.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Maksim1744's solution](#)

1379.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Maksim1744's solution](#)

1380.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Maksim1744's solution](#)

1381.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Maksim1744's solution](#)

1382.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[Maksim1744's solution](#)

1383.

954I

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[Maksim1744's solution](#)

1384.

1157G

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

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Maksim1744's solution](#)

1385.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Maksim1744's solution](#)

1386.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Maksim1744's solution](#)

1387.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Maksim1744's solution](#)

1388.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Maksim1744's solution](#)

1389.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,242 global accepts · Rating: 2200 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Maksim1744's solution](#)

1390.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Maksim1744's solution](#)

1391.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Maksim1744's solution](#)

1392.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

1393.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Maksim1744's solution](#)

1394.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Maksim1744's solution](#)

1395.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[Maksim1744's solution](#)

1396.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Maksim1744's solution](#)

1397.

816D

[Karen and Test](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

1398.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Maksim1744's solution](#)

1399.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Maksim1744's solution](#)

1400.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maksim1744's solution](#)

1401.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-01-12 · last AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Maksim1744's solution](#)

1402.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

1403.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Maksim1744's solution](#)

1404.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

1405.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Maksim1744's solution](#)

1406.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · GNU C11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Maksim1744's solution](#)

1407.

1437E

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

Quality: 3,926 global accepts · Rating: 2200 · first AC: 2020-10-27 · GNU C11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Maksim1744's solution](#)

1408.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Maksim1744's solution](#)

1409.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[Maksim1744's solution](#)

1410.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Maksim1744's solution](#)

1411.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Maksim1744's solution](#)

1412.

1407D

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

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[Maksim1744's solution](#)

1413.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[Maksim1744's solution](#)

1414.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

1415.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Maksim1744's solution](#)

1416.

1092D2

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

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Maksim1744's solution](#)

1417.

1398E

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

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Maksim1744's solution](#)

1418.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Maksim1744's solution](#)

1419.

1373E

[Sum of Digits](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

1420.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · last AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Maksim1744's solution](#)

1421.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Maksim1744's solution](#)

1422.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Maksim1744's solution](#)

1423.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Maksim1744's solution](#)

1424.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Maksim1744's solution](#)

1425.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Maksim1744's solution](#)

1426.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Maksim1744's solution](#)

1427.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Maksim1744's solution](#)

1428.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Maksim1744's solution](#)

1429.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Maksim1744's solution](#)

1430.

1261C

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

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Maksim1744's solution](#)

1431.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Maksim1744's solution](#)

1432.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Maksim1744's solution](#)

1433.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Maksim1744's solution](#)

1434.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Maksim1744's solution](#)

1435.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Maksim1744's solution](#)

1436.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Maksim1744's solution](#)

1437.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Maksim1744's solution](#)

1438.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2200 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Maksim1744's solution](#)

1439.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Maksim1744's solution](#)

1440.

1097D

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

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Maksim1744's solution](#)

1441.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Maksim1744's solution](#)

1442.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Maksim1744's solution](#)

1443.

979D

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

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Maksim1744's solution](#)

1444.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Maksim1744's solution](#)

1445.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

1446.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[Maksim1744's solution](#)

1447.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[Maksim1744's solution](#)

1448.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Maksim1744's solution](#)

1449.

962E

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

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

1450.

2190C

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

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Maksim1744's solution](#)

1451.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Maksim1744's solution](#)

1452.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Maksim1744's solution](#)

1453.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: combinatorics, dp

[Maksim1744's solution](#)

1454.

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Maksim1744's solution](#)

1455.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: binary search, brute force, dp, dsu, graphs,

shortest paths, sortings

[Maksim1744's solution](#)

1456.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Maksim1744's solution](#)

1457.

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

[Maksim1744's solution](#)

1458.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Maksim1744's solution](#)

1459.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Maksim1744's solution](#)

1460.

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

[Maksim1744's solution](#)

1461.

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

[Maksim1744's solution](#)

1462.

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

[Maksim1744's solution](#)

1463.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Maksim1744's solution](#)

1464.

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

[Maksim1744's solution](#)

1465.

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Maksim1744's solution](#)

1466.

1769D3

[A..3D10t0ta|CT2DôBCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Maksim1744's solution](#)

1467.

1712E1

[LCM Sum \(easy version\) · Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-10-21 · Rust 2021 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Maksim1744's solution](#)

1468.

1728E

[Red-Black Pepper · Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-10-14 · last AC: 2022-10-14 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Maksim1744's solution](#)

1469.

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

[Maksim1744's solution](#)

1470.

1693C

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

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

[Maksim1744's solution](#)

1471.

1621E

[New School · Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Maksim1744's solution](#)

1472.

1601C

[Optimal Insertion · Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Maksim1744's solution](#)

1473.

1603C

[Extreme Extension · Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Maksim1744's solution](#)

1474.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Maksim1744's solution](#)

1475.

1552E

[Colors and Intervals · Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Maksim1744's solution](#)

1476.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Maksim1744's solution](#)

1477.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Maksim1744's solution](#)

1478.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Maksim1744's solution](#)

1479.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Maksim1744's solution](#)

1480.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[Maksim1744's solution](#)

1481.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Maksim1744's solution](#)

1482.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Maksim1744's solution](#)

1483.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[Maksim1744's solution](#)

1484.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Maksim1744's solution](#)

1485.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Maksim1744's solution](#)

1486.

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

1487.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-10-26 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[Maksim1744's solution](#)

1488.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-08 · Rust (first AC) · Tags: graphs, shortest paths, sortings

[Maksim1744's solution](#)

1489.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Maksim1744's solution](#)

1490.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Maksim1744's solution](#)

1491.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Maksim1744's solution](#)

1492.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[Maksim1744's solution](#)

1493.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Maksim1744's solution](#)

1494.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Maksim1744's solution](#)

1495.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp,

math, number theory, sortings

[Maksim1744's solution](#)

1496.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Maksim1744's solution](#)

1497.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Maksim1744's solution](#)

1498.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[Maksim1744's solution](#)

1499.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Maksim1744's solution](#)

1500.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Maksim1744's solution](#)

1501.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[Maksim1744's solution](#)

1502.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Maksim1744's solution](#)

1503.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Maksim1744's solution](#)

1504.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Maksim1744's solution](#)

1505.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Maksim1744's solution](#)

1506.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Maksim1744's solution](#)

1507.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Maksim1744's solution](#)

1508.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[Maksim1744's solution](#)

1509.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Maksim1744's solution](#)

1510.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Maksim1744's solution](#)

1511.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Maksim1744's solution](#)

1512.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[Maksim1744's solution](#)

1513.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Maksim1744's solution](#)

1514.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Maksim1744's solution](#)

1515.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Maksim1744's solution](#)

1516.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Maksim1744's solution](#)

1517.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Maksim1744's solution](#)

1518.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · Rust 2021 (first AC) · Tags: combinatorics, implementation, math

[Maksim1744's solution](#)

1519.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Maksim1744's solution](#)

1520.

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

[Maksim1744's solution](#)

1521.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Maksim1744's solution](#)

1522.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Maksim1744's solution](#)

1523.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Maksim1744's solution](#)

1524.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Maksim1744's solution](#)

1525.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Maksim1744's solution](#)

1526.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Maksim1744's solution](#)

1527.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Maksim1744's solution](#)

1528.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Maksim1744's solution](#)

1529.

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

[Maksim1744's solution](#)

1530.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Maksim1744's solution](#)

1531.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Maksim1744's solution](#)

1532.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-10-08 · Rust 2021 (first AC) · Tags: data structures, greedy, math, number theory

[Maksim1744's solution](#)

1533.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-04 · last AC: 2022-10-04 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Maksim1744's solution](#)

1534.

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

[Maksim1744's solution](#)

1535.

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

[Maksim1744's solution](#)

1536.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Maksim1744's solution](#)

1537.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

1538.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Maksim1744's solution](#)

1539.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Maksim1744's solution](#)

1540.

1591E

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

Rating: 2400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Maksim1744's solution](#)

1541.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Maksim1744's solution](#)

1542.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Maksim1744's solution](#)

1543.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Maksim1744's solution](#)

1544.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Maksim1744's solution](#)

1545.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Maksim1744's solution](#)

1546.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Maksim1744's solution](#)

1547.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Maksim1744's solution](#)

1548.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Maksim1744's solution](#)

1549.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Maksim1744's solution](#)

1550.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Maksim1744's solution](#)

1551.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Maksim1744's solution](#)

1552.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Maksim1744's solution](#)

1553.

816E

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

Rating: 2400 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Maksim1744's solution](#)

1554.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[Maksim1744's solution](#)

1555.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Maksim1744's solution](#)

1556.

1450F

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

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Maksim1744's solution](#)

1557.

1441B

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

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[Maksim1744's solution](#)

1558.

1436E

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

Quality: 2,671 global accepts · Rating: 2400 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[Maksim1744's solution](#)

1559.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[Maksim1744's solution](#)

1560.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities
[Maksim1744's solution](#)

1561.

1403A

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

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers
[Maksim1744's solution](#)

1562.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings
[Maksim1744's solution](#)

1563.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures
[Maksim1744's solution](#)

1564.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2400 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[Maksim1744's solution](#)

1565.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[Maksim1744's solution](#)

1566.

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Maksim1744's solution](#)

1567.

1340C

[Nastya and Unexpected Guest · Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Maksim1744's solution](#)

1568.

1343F

[Restore the Permutation by Sorted Segments · Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Maksim1744's solution](#)

1569.

1333E

[Road to 1600 · Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Maksim1744's solution](#)

1570.

1329C

[Drazil Likes Heap · Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Maksim1744's solution](#)

1571.

1326E

[Bombs · Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Maksim1744's solution](#)

1572.

1290C

[Prefix Enlightenment · Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Maksim1744's solution](#)

1573.

1264C

[Beautiful Mirrors with queries · Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Maksim1744's solution](#)

1574.

1261D2

[Wrong Answer on test 233 \(Hard Version\) · Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Maksim1744's solution](#)

1575.

1242C

[Sum Balance · Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Maksim1744's solution](#)

1576.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[Maksim1744's solution](#)

1577.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[Maksim1744's solution](#)

1578.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Maksim1744's solution](#)

1579.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Maksim1744's solution](#)

1580.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive
[Maksim1744's solution](#)

1581.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees
[Maksim1744's solution](#)

1582.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[Maksim1744's solution](#)

1583.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Maksim1744's solution](#)

1584.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[Maksim1744's solution](#)

1585.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
[Maksim1744's solution](#)

1586.

1142C

[U2](#) · [Tutorial](#)

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

[Maksim1744's solution](#)

1587.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Maksim1744's solution](#)

1588.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Maksim1744's solution](#)

1589.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Maksim1744's solution](#)

1590.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Maksim1744's solution](#)

1591.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Maksim1744's solution](#)

1592.

1138F

[Cooperative Game](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive, math

[Maksim1744's solution](#)

1593.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Maksim1744's solution](#)

1594.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[Maksim1744's solution](#)

1595.

929D

[A5C4@ C =C,,GCÔKCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2018-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

1596.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Maksim1744's solution](#)

1597.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Maksim1744's solution](#)

1598.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Maksim1744's solution](#)

1599.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Maksim1744's solution](#)

1600.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, sortings

[Maksim1744's solution](#)

1601.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy

[Maksim1744's solution](#)

1602.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Maksim1744's solution](#)

1603.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Maksim1744's solution](#)

1604.

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

[Maksim1744's solution](#)

1605.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[Maksim1744's solution](#)

1606.

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

[Maksim1744's solution](#)

1607.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Maksim1744's solution](#)

1608.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

1609.

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

[Maksim1744's solution](#)

1610.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Maksim1744's solution](#)

1611.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Maksim1744's solution](#)

1612.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Maksim1744's solution](#)

1613.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Maksim1744's solution](#)

1614.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Maksim1744's solution](#)

1615.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu,

graphs

[Maksim1744's solution](#)

1616.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-10-21 · Rust 2021 (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Maksim1744's solution](#)

1617.

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

[Maksim1744's solution](#)

1618.

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

[Maksim1744's solution](#)

1619.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Maksim1744's solution](#)

1620.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Maksim1744's solution](#)

1621.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Maksim1744's solution](#)

1622.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Maksim1744's solution](#)

1623.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Maksim1744's solution](#)

1624.

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

[Maksim1744's solution](#)

1625.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, data structures, dp

[Maksim1744's solution](#)

1626.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Maksim1744's solution](#)

1627.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Maksim1744's solution](#)

1628.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Maksim1744's solution](#)

1629.

1548C

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

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Maksim1744's solution](#)

1630.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Maksim1744's solution](#)

1631.

1534F1

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

Quality: 1,399 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Maksim1744's solution](#)

1632.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Maksim1744's solution](#)

1633.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Maksim1744's solution](#)

1634.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Maksim1744's solution](#)

1635.

1521D

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

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Maksim1744's solution](#)

1636.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Maksim1744's solution](#)

1637.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

1638.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Maksim1744's solution](#)

1639.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Maksim1744's solution](#)

1640.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[Maksim1744's solution](#)

1641.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Maksim1744's solution](#)

1642.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Maksim1744's solution](#)

1643.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

1644.

1467E

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

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

[Maksim1744's solution](#)

1645.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Maksim1744's solution](#)

1646.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[Maksim1744's solution](#)

1647.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Maksim1744's solution](#)

1648.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · GNU C11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Maksim1744's solution](#)

1649.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Maksim1744's solution](#)

1650.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

1651.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Maksim1744's solution](#)

1652.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Maksim1744's solution](#)

1653.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Maksim1744's solution](#)

1654.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Maksim1744's solution](#)

1655.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Maksim1744's solution](#)

1656.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Maksim1744's solution](#)

1657.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Maksim1744's solution](#)

1658.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[Maksim1744's solution](#)

1659.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Maksim1744's solution](#)

1660.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Maksim1744's solution](#)

1661.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Maksim1744's solution](#)

1662.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Maksim1744's solution](#)

1663.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Maksim1744's solution](#)

1664.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Maksim1744's solution](#)

1665.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[Maksim1744's solution](#)

1666.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maksim1744's solution](#)

1667.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Maksim1744's solution](#)

1668.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Maksim1744's solution](#)

1669.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Maksim1744's solution](#)

1670.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Maksim1744's solution](#)

1671.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Maksim1744's solution](#)

1672.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Maksim1744's solution](#)

1673.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Maksim1744's solution](#)

1674.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Maksim1744's solution](#)

1675.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy, math

[Maksim1744's solution](#)

1676.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Maksim1744's solution](#)

1677.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2024-05-25 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Maksim1744's solution](#)

1678.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1679.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Maksim1744's solution](#)

1680.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Maksim1744's solution](#)

1681.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Maksim1744's solution](#)

1682.

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

[Maksim1744's solution](#)

1683.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Maksim1744's solution](#)

1684.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Maksim1744's solution](#)

1685.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

1686.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games
[Maksim1744's solution](#)

1687.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Maksim1744's solution](#)

1688.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Maksim1744's solution](#)

1689.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Maksim1744's solution](#)

1690.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Maksim1744's solution](#)

1691.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Maksim1744's solution](#)

1692.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[Maksim1744's solution](#)

1693.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[Maksim1744's solution](#)

1694.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Maksim1744's solution](#)

1695.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Maksim1744's solution](#)

1696.

1563D

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Maksim1744's solution](#)

1697.

1544F

[Bingo](#) · [Tutorial](#)

Quality: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, probabilities

[Maksim1744's solution](#)

1698.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Maksim1744's solution](#)

1699.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Maksim1744's solution](#)

1700.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Maksim1744's solution](#)

1701.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Maksim1744's solution](#)

1702.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Maksim1744's solution](#)

1703.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Maksim1744's solution](#)

1704.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Maksim1744's solution](#)

1705.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Maksim1744's solution](#)

1706.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Maksim1744's solution](#)

1707.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[Maksim1744's solution](#)

1708.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Maksim1744's solution](#)

1709.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2020-10-11 · last AC: 2020-10-18 · Rust (first AC) · Tags: dp, greedy

[Maksim1744's solution](#)

1710.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Maksim1744's solution](#)

1711.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Maksim1744's solution](#)

1712.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[Maksim1744's solution](#)

1713.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Maksim1744's solution](#)

1714.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Maksim1744's solution](#)

1715.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Maksim1744's solution](#)

1716.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Maksim1744's solution](#)

1717.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Maksim1744's solution](#)

1718.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Maksim1744's solution](#)

1719.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

1720.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

1721.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Maksim1744's solution](#)

1722.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Maksim1744's solution](#)

1723.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Maksim1744's solution](#)

1724.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Maksim1744's solution](#)

1725.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Maksim1744's solution](#)

1726.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Maksim1744's solution](#)

1727.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1728.

1064F

[Candies for Children](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Maksim1744's solution](#)

1729.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[Maksim1744's solution](#)

1730.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Maksim1744's solution](#)

1731.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[Maksim1744's solution](#)

1732.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Maksim1744's solution](#)

1733.

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

[Maksim1744's solution](#)

1734.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Maksim1744's solution](#)

1735.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Maksim1744's solution](#)

1736.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-10-14 · last AC: 2022-10-14 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Maksim1744's solution](#)

1737.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp
[Maksim1744's solution](#)

1738.

1730E

[Maximms and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory
[Maksim1744's solution](#)

1739.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Maksim1744's solution](#)

1740.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[Maksim1744's solution](#)

1741.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[Maksim1744's solution](#)

1742.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
[Maksim1744's solution](#)

1743.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[Maksim1744's solution](#)

1744.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
[Maksim1744's solution](#)

1745.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[Maksim1744's solution](#)

1746.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[Maksim1744's solution](#)

1747.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Maksim1744's solution](#)

1748.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Maksim1744's solution](#)

1749.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Maksim1744's solution](#)

1750.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Maksim1744's solution](#)

1751.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Maksim1744's solution](#)

1752.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Maksim1744's solution](#)

1753.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Maksim1744's solution](#)

1754.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[Maksim1744's solution](#)

1755.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Maksim1744's solution](#)

1756.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Maksim1744's solution](#)

1757.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Maksim1744's solution](#)

1758.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Maksim1744's solution](#)

1759.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-08 · last AC: 2020-10-08 · Rust (first AC) · Tags: dp, greedy, implementation, strings

[Maksim1744's solution](#)

1760.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Maksim1744's solution](#)

1761.

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Maksim1744's solution](#)

1762.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · last AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Maksim1744's solution](#)

1763.

1366F

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

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

[Maksim1744's solution](#)

1764.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Maksim1744's solution](#)

1765.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Maksim1744's solution](#)

1766.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices

[Maksim1744's solution](#)

1767.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory

[Maksim1744's solution](#)

1768.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[Maksim1744's solution](#)

1769.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2019-05-03 · last AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Maksim1744's solution](#)

1770.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Maksim1744's solution](#)

1771.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[Maksim1744's solution](#)

1772.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Maksim1744's solution](#)

1773.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Maksim1744's solution](#)

1774.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Maksim1744's solution](#)

1775.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Maksim1744's solution](#)

1776.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dsu, graphs,

shortest paths

[Maksim1744's solution](#)

1777.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · Rust 2021 (first AC) · Tags: data structures, dp, greedy

[Maksim1744's solution](#)

1778.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, number theory

[Maksim1744's solution](#)

1779.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Maksim1744's solution](#)

1780.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

1781.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Maksim1744's solution](#)

1782.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Maksim1744's solution](#)

1783.

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

[Maksim1744's solution](#)

1784.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Maksim1744's solution](#)

1785.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Maksim1744's solution](#)

1786.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Maksim1744's solution](#)

1787.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[Maksim1744's solution](#)

1788.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees
[Maksim1744's solution](#)

1789.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[Maksim1744's solution](#)

1790.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[Maksim1744's solution](#)

1791.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[Maksim1744's solution](#)

1792.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Maksim1744's solution](#)

1793.

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[Maksim1744's solution](#)

1794.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings
[Maksim1744's solution](#)

1795.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[Maksim1744's solution](#)

1796.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation
[Maksim1744's solution](#)

1797.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Maksim1744's solution](#)**1798.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Maksim1744's solution](#)**1799.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Maksim1744's solution](#)**1800.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Maksim1744's solution](#)**1801.**

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[Maksim1744's solution](#)**1802.**

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Maksim1744's solution](#)**1803.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[Maksim1744's solution](#)**1804.**

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2021-04-07 · last AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Maksim1744's solution](#)**1805.**

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[Maksim1744's solution](#)**1806.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Maksim1744's solution](#)

1807.

1477D

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

Quality: 785 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Maksim1744's solution](#)**1808.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Maksim1744's solution](#)**1809.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Maksim1744's solution](#)**1810.**

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, greedy

[Maksim1744's solution](#)**1811.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Maksim1744's solution](#)**1812.**

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[Maksim1744's solution](#)**1813.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Maksim1744's solution](#)**1814.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Maksim1744's solution](#)**1815.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Maksim1744's solution](#)**1816.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Maksim1744's solution](#)

1817.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Maksim1744's solution](#)

1818.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-05-07 · last AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

1819.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Maksim1744's solution](#)

1820.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[Maksim1744's solution](#)

1821.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Maksim1744's solution](#)

1822.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[Maksim1744's solution](#)

1823.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Maksim1744's solution](#)

1824.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Maksim1744's solution](#)

1825.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

1826.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Maksim1744's solution](#)

1827.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Maksim1744's solution](#)

1828.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-05 · last AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Maksim1744's solution](#)

1829.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Maksim1744's solution](#)

1830.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[Maksim1744's solution](#)

1831.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Maksim1744's solution](#)

1832.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Maksim1744's solution](#)

1833.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Maksim1744's solution](#)

1834.

1571H

[Laser Beams](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 2900 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, geometry, probabilities

[Maksim1744's solution](#)

1835.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Maksim1744's solution](#)

1836.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Maksim1744's solution](#)

1837.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Maksim1744's solution](#)

1838.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Maksim1744's solution](#)

1839.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths

[Maksim1744's solution](#)

1840.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Maksim1744's solution](#)

1841.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, implementation

[Maksim1744's solution](#)

1842.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Maksim1744's solution](#)

1843.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Maksim1744's solution](#)

1844.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maksim1744's solution](#)

1845.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Maksim1744's solution](#)

1846.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-05-10 · last AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Maksim1744's solution](#)

1847.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Maksim1744's solution](#)

1848.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Maksim1744's solution](#)

1849.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · last AC: 2024-11-09 · Rust 2021 (first AC) · Tags: data structures, dp

[Maksim1744's solution](#)

1850.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Maksim1744's solution](#)

1851.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[Maksim1744's solution](#)

1852.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-04 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, interactive

[Maksim1744's solution](#)

1853.

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

[Maksim1744's solution](#)

1854.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Maksim1744's solution](#)

1855.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Maksim1744's solution](#)

1856.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Maksim1744's solution](#)

1857.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Maksim1744's solution](#)

1858.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Maksim1744's solution](#)

1859.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Maksim1744's solution](#)

1860.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[Maksim1744's solution](#)

1861.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[Maksim1744's solution](#)

1862.

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[Maksim1744's solution](#)

1863.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-07-27 · last AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[Maksim1744's solution](#)

1864.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[Maksim1744's solution](#)

1865.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · last AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[Maksim1744's solution](#)

1866.

1534F2

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

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[Maksim1744's solution](#)

1867.

1252I

[Mission Possible](#) · [Tutorial](#)

Quality: 35 global accepts · Rating: 3000 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[Maksim1744's solution](#)

1868.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[Maksim1744's solution](#)

1869.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Maksim1744's solution](#)

1870.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Maksim1744's solution](#)

1871.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths

[Maksim1744's solution](#)

1872.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Maksim1744's solution](#)

1873.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-13 · GNU C11 (first AC) · Tags: interactive, probabilities, trees

[Maksim1744's solution](#)

1874.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Maksim1744's solution](#)

1875.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[Maksim1744's solution](#)

1876.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Maksim1744's solution](#)

1877.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Maksim1744's solution](#)

1878.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Maksim1744's solution](#)

1879.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[Maksim1744's solution](#)

1880.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Maksim1744's solution](#)

1881.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Maksim1744's solution](#)

1882.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Maksim1744's solution](#)

1883.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Maksim1744's solution](#)

1884.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Maksim1744's solution](#)

1885.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-10-14 · last AC: 2022-10-14 · Rust 2021 (first AC) · Tags: flows, graph matchings, greedy

[Maksim1744's solution](#)

1886.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar

[Maksim1744's solution](#)

1887.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[Maksim1744's solution](#)

1888.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Maksim1744's solution](#)

1889.

1423D

[Does anyone else hate the wind?](#) · [Tutorial](#)

Quality: 49 global accepts · Rating: 3100 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

1890.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Maksim1744's solution](#)

1891.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[Maksim1744's solution](#)

1892.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

1893.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[Maksim1744's solution](#)

1894.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[Maksim1744's solution](#)

1895.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Maksim1744's solution](#)

1896.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

1897.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2019-03-18 · last AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Maksim1744's solution](#)

1898.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[Maksim1744's solution](#)

1899.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices,

probabilities

[Maksim1744's solution](#)

1900.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · Rust 2021 (first AC) · Tags: binary search, data structures

[Maksim1744's solution](#)

1901.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Maksim1744's solution](#)

1902.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[Maksim1744's solution](#)

1903.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-10-21 · last AC: 2022-10-21 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Maksim1744's solution](#)

1904.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Maksim1744's solution](#)

1905.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Maksim1744's solution](#)

1906.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Maksim1744's solution](#)

1907.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Maksim1744's solution](#)

1908.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Maksim1744's solution](#)

1909.

1571I

[Physical Examination](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3200 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, binary search, data structures

[Maksim1744's solution](#)

1910.

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[Maksim1744's solution](#)

1911.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[Maksim1744's solution](#)

1912.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Maksim1744's solution](#)

1913.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-07-24 · last AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Maksim1744's solution](#)

1914.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[Maksim1744's solution](#)

1915.

645G

[Armistice Area Apportionment](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3200 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Maksim1744's solution](#)

1916.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: number theory, trees

[Maksim1744's solution](#)

1917.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2021-06-16 · last AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Maksim1744's solution](#)

1918.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[Maksim1744's solution](#)

1919.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[Maksim1744's solution](#)

1920.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-05-09 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Maksim1744's solution](#)**1921.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[Maksim1744's solution](#)**1922.**

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Maksim1744's solution](#)**1923.**

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[Maksim1744's solution](#)**1924.**

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Maksim1744's solution](#)**1925.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Maksim1744's solution](#)**1926.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-06-09 · last AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Maksim1744's solution](#)**1927.**

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Maksim1744's solution](#)**1928.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[Maksim1744's solution](#)**1929.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Maksim1744's solution](#)

1930.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Maksim1744's solution](#)

1931.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Maksim1744's solution](#)

1932.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Maksim1744's solution](#)

1933.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: trees

[Maksim1744's solution](#)

1934.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[Maksim1744's solution](#)

1935.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Maksim1744's solution](#)

1936.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs

[Maksim1744's solution](#)

1937.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Maksim1744's solution](#)

1938.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[Maksim1744's solution](#)

1939.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2021-05-25 · last AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Maksim1744's solution](#)

1940.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[Maksim1744's solution](#)

1941.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2021-05-25 · last AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[Maksim1744's solution](#)

1942.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Maksim1744's solution](#)

1943.

863G

[Graphic Settings](#) · [Tutorial](#)

Quality: 64 global accepts · Rating: 3200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[Maksim1744's solution](#)

1944.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-05-18 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
[Maksim1744's solution](#)

1945.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[Maksim1744's solution](#)

1946.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: games
[Maksim1744's solution](#)

1947.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, trees
[Maksim1744's solution](#)

1948.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[Maksim1744's solution](#)

1949.

690F3

[Tree of Life \(hard\)](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 3200 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: trees
[Maksim1744's solution](#)

1950.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2021-05-14 · last AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[Maksim1744's solution](#)

1951.

993F

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

Quality: 67 global accepts · Rating: 3200 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

1952.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maksim1744's solution](#)

1953.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[Maksim1744's solution](#)

1954.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Maksim1744's solution](#)

1955.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Maksim1744's solution](#)

1956.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-05-11 · last AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Maksim1744's solution](#)

1957.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Maksim1744's solution](#)

1958.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[Maksim1744's solution](#)

1959.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[Maksim1744's solution](#)

1960.

1184C3

[Heidi and the Turing Test \(Hard\)](#) · [Tutorial](#)

Quality: 45 global accepts · Rating: 3200 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

1961.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2021-05-10 · last AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: strings, two

pointers

[Maksim1744's solution](#)

1962.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2021-05-09 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Maksim1744's solution](#)

1963.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Maksim1744's solution](#)

1964.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2021-05-07 · last AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Maksim1744's solution](#)

1965.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Maksim1744's solution](#)

1966.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[Maksim1744's solution](#)

1967.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Maksim1744's solution](#)

1968.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Maksim1744's solution](#)

1969.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[Maksim1744's solution](#)

1970.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Maksim1744's solution](#)

1971.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Maksim1744's solution](#)

1972.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[Maksim1744's solution](#)

1973.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Maksim1744's solution](#)

1974.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Maksim1744's solution](#)

1975.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Maksim1744's solution](#)

1976.

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

[Maksim1744's solution](#)

1977.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[Maksim1744's solution](#)

1978.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[Maksim1744's solution](#)

1979.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Maksim1744's solution](#)

1980.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Maksim1744's solution](#)

1981.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2022-10-19 · last AC: 2022-10-21 · Rust 2021 (first AC) · Tags: data structures, math, number theory

[Maksim1744's solution](#)

1982.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-10-08 · Rust 2021 (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Maksim1744's solution](#)

1983.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Maksim1744's solution](#)

1984.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Maksim1744's solution](#)

1985.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings

[Maksim1744's solution](#)

1986.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Maksim1744's solution](#)

1987.

1563F

[Strange Sort](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Maksim1744's solution](#)

1988.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Maksim1744's solution](#)

1989.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[Maksim1744's solution](#)

1990.

1544G

[What a Reversal](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

1991.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Maksim1744's solution](#)

1992.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[Maksim1744's solution](#)

1993.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[Maksim1744's solution](#)

1994.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[Maksim1744's solution](#)

1995.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[Maksim1744's solution](#)

1996.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 3300 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation
[Maksim1744's solution](#)

1997.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[Maksim1744's solution](#)

1998.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

1999.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-18 · Rust 2021 (first AC) · Tags: constructive algorithms, trees
[Maksim1744's solution](#)

2000.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
[Maksim1744's solution](#)

2001.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle
[Maksim1744's solution](#)

2002.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Maksim1744's solution](#)

2003.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Maksim1744's solution](#)

2004.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Maksim1744's solution](#)

2005.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-18 · Rust 2021 (first AC) · Tags: binary search, data structures

[Maksim1744's solution](#)

2006.

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2022-10-11 · last AC: 2022-10-12 · Rust 2021 (first AC) · Tags: binary search, data structures

[Maksim1744's solution](#)

2007.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-10-08 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Maksim1744's solution](#)

2008.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[Maksim1744's solution](#)

2009.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Maksim1744's solution](#)

2010.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Maksim1744's solution](#)

2011.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-01-28 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer

[Maksim1744's solution](#)

2012.

1523H

[Hopping Around the Array](#) · Tutorial

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[Maksim1744's solution](#)

2013.

1515H

[Phoenix and Bits](#) · Tutorial

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings
[Maksim1744's solution](#)

2014.

2214I

[You Are a Robot](#) · Tutorial

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · last AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[Maksim1744's solution](#)

2015.

2214G

[Anomaly](#) · Tutorial

Quality: 722 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication
[Maksim1744's solution](#)

2016.

2214E

[Shortest Paths](#) · Tutorial

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths
[Maksim1744's solution](#)

2017.

2214J

[Special Problem](#) · Tutorial

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
[Maksim1744's solution](#)

2018.

2214D

[Neural Feud](#) · Tutorial

Quality: 4,267 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[Maksim1744's solution](#)

2019.

2214H

[Double Vision](#) · Tutorial

Quality: 1,601 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[Maksim1744's solution](#)

2020.

2214B

[Are You Smiling?](#) · Tutorial

Quality: 6,559 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[Maksim1744's solution](#)

2021.

2214A

[Odd One Out](#) · Tutorial

Quality: 10,126 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
[Maksim1744's solution](#)

2022.

104160I

[Quartz Collection](#) · Tutorial

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2023.

104160B

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

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2024.

104160K

[Security at Museums](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2025.

104160J

[Referee Without Red](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2026.

104160A

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

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2027.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2028.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2029.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2030.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2031.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2032.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2033.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, interactive

[Maksim1744's solution](#)

2034.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, number theory

[Maksim1744's solution](#)

2035.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2036.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Maksim1744's solution](#)

2037.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Maksim1744's solution](#)

2038.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[Maksim1744's solution](#)

2039.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[Maksim1744's solution](#)

2040.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[Maksim1744's solution](#)

2041.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · Rust 2021 (first AC) · Tags: —

[Maksim1744's solution](#)

2042.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2043.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2044.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2045.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2046.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2047.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2048.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2049.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2050.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2051.

102331D

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2052.

102331F

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

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2053.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2054.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2055.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2056.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2057.

101498M

[Restore Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2058.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2059.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2060.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2061.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2062.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2063.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2064.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2065.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2066.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2067.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2068.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[Maksim1744's solution](#)

2069.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[Maksim1744's solution](#)

2070.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

2071.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[Maksim1744's solution](#)

2072.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Maksim1744's solution](#)

2073.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[Maksim1744's solution](#)

2074.

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2075.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2076.

103439I

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

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2077.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2078.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2079.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2080.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2081.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2082.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2083.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2084.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2085.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2086.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2087.

103371M

[Yet Another Range Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[Maksim1744's solution](#)

2088.

103371A

[Automatic Sprayer 2](#) · Tutorial

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2089.

103371G

[Lamb's Respite](#) · Tutorial

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2090.

103371K

[Three Competitions](#) · Tutorial

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2091.

103371E

[Goose Coins](#) · Tutorial

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2092.

103371C

[Equivalent Pipelines](#) · Tutorial

Rating: — · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2093.

103371J

[Periodic Ruler](#) · Tutorial

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2094.

103371H

[Or Machine](#) · Tutorial

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2095.

102055D

[Cube](#) · Tutorial

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2096.

102055E

[Mr. Panda and Cactus](#) · Tutorial

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2097.

102055C

[GCD Land](#) · Tutorial

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2098.

102055H

[Game on the Tree](#) · Tutorial

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2099.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2100.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2101.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2102.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2103.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2104.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2105.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2106.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2107.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2108.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2109.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2110.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2111.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2112.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2113.

1533J

[Pawns](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special

[Maksim1744's solution](#)

2114.

1533I

[Excursions](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, flows, graph matchings, graphs

[Maksim1744's solution](#)

2115.

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, data structures, dp

[Maksim1744's solution](#)

2116.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[Maksim1744's solution](#)

2117.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Maksim1744's solution](#)

2118.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[Maksim1744's solution](#)

2119.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[Maksim1744's solution](#)

2120.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[Maksim1744's solution](#)

2121.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

2122.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Maksim1744's solution](#)

2123.

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2124.

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2125.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2126.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2127.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2128.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2129.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2130.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2131.

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2132.

1532F

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

Quality: 219 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Maksim1744's solution](#)

2133.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[Maksim1744's solution](#)

2134.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Maksim1744's solution](#)

2135.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

2136.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[Maksim1744's solution](#)

2137.

1532A

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

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[Maksim1744's solution](#)

2138.

103109L

[Pillar Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2139.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2140.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2141.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2142.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2143.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2144.

103102I

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

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2145.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2146.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2147.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2148.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2149.

1531E3

[B >D B<, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[Maksim1744's solution](#)

2150.

1531E2

[B >D B<, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[Maksim1744's solution](#)

2151.

1531E1

[B >D B<, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2152.

1531D

[B 5CD0C#B0ja@ D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2153.

1531C

[B 80Ä<CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[Maksim1744's solution](#)

2154.

1531B1

[A&C&D\\$>D 8C&3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2155.

1531B2

[A&C&D\\$>D 8C&3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2156.

1531A

[At8C&3OT@!color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

2157.

102439I

[Equal Mod Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · last AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2158.

102155J

[Stairways](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2159.

1489G

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

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[Maksim1744's solution](#)

2160.

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

2161.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

2162.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Maksim1744's solution](#)

2163.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Maksim1744's solution](#)

2164.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, math

[Maksim1744's solution](#)

2165.

1489A

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

Rating: — · first AC: 2021-03-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

2166.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · last AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2167.

100739A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2168.

102964H

[Krosh and count arrays problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · last AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2169.

102964D

[Krosh and series sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2170.

102964J

[Krosh and order-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2171.

102964I

[Krosh and one more problem with xors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2172.

102964G

[Krosh and count arrays problem 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2173.

102964F

[Krosh and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2174.

102964E

[Krosh and expected value problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2175.

102964C

[Find the order](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2176.

102964B

[Krosh and xor of sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2177.

102964A

[Krosh and new sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2178.

102962E

[Rooted MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2179.

101793A

[Sledding down the mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2180.

1029539

[Subway System Spies](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · last AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2181.

1029538

[Number Placement](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2182.

1029537

[Maximum Plus Sign](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2183.

1029536

[Favorite Product](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2184.

1029535

[Magic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2185.

1029534

[School Contact Tracing](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2186.

1029533

[Taiga Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2187.

1029532

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

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2188.

1029531

[Banner Display](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2189.

102942F

[Offer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2190.

102942E

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2191.

102942D

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2192.

102942C

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2193.

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2194.

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2195.

undefined137

[Funny Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2196.

undefined136

[Erasing Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2197.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2198.

undefined134

[Centroid](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2199.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2200.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2201.

undefined131

[Hardwood floor](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2202.

undefined130

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2203.

undefined129

[Inheritance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2204.

undefined128

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2205.

undefined127

[Telephone directory](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2206.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2207.

undefined125

[Shtirlits](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2208.

undefined124

[Broken line](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2209.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2210.

undefined122

[The book](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2211.

undefined121

[Bridges painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2212.

undefined120

[Arhipelago](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2213.

undefined119

[Magic pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2214.

undefined118

[Digital root](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2215.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2216.

undefined116

[Index of super-prime](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2217.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2218.

undefined114

[Telecasting station](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2219.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2220.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2221.

undefined108

[Self-numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2222.

undefined110

[Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2223.

undefined290

[Defend the Milky Way](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2224.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2225.

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2226.

undefined109

[Magic of David Copperfield II](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2227.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2228.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2229.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2230.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2231.

undefined103

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2232.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2233.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Maksim1744's solution](#)

2234.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2235.

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2236.

102873F

[Game on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2237.

102873E

[Count Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2238.

102873C

[Similar Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2239.

102873B

[Rabbit Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2240.

102873A

[Catching the Impostor](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2241.

1432F

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[Maksim1744's solution](#)

2242.

1432E

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Maksim1744's solution](#)

2243.

1432D

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[Maksim1744's solution](#)

2244.

1432C

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[Maksim1744's solution](#)

2245.

1432B

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[Maksim1744's solution](#)

2246.

1432A

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special

[Maksim1744's solution](#)

2247.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2248.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2249.

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2250.

102787D

[The Grim Treaper](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2251.

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2252.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2253.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2254.

392E

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

Quality: 187 global accepts · Rating: — · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2255.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Maksim1744's solution](#)

2256.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices

[Maksim1744's solution](#)

2257.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Maksim1744's solution](#)

2258.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maksim1744's solution](#)

2259.

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2260.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2261.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2262.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2263.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2264.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2265.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2266.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2267.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2268.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2269.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2270.

102680H

[Last Robotics](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2271.

102680G

[Bike Race](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2272.

102680F

[Calculatus Eliminatus](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2273.

102680E

[Negigent Norbert](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2274.

102680D

[One](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2275.

102680C

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

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2276.

102680B

[Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2277.

102680A

[Passing Bills](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Maksim1744's solution](#)

2278.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2279.

102638F

[Rudolph and Rhymes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2280.

102638E

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

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2281.

102638D

[Distributed Computing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2282.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2283.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2284.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Maksim1744's solution](#)

2285.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Maksim1744's solution](#)

2286.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[Maksim1744's solution](#)

2287.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Maksim1744's solution](#)

2288.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Maksim1744's solution](#)

2289.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Maksim1744's solution](#)

2290.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing

[Maksim1744's solution](#)

2291.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maksim1744's solution](#)

2292.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Maksim1744's solution](#)

2293.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · last AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2294.

1275E3

[A<C&OBD >C`LC&O0D& AD4<C&A0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Maksim1744's solution](#)

2295.

1275E2

[A<C&OBD >C`LC&O0D& AD4<C&A0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-06 · Python 3 (first AC) · Tags: *special

[Maksim1744's solution](#)

2296.

1275E1

[A<C&OBD >C`LC&O0D& AD4<C&A0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Maksim1744's solution](#)

2297.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Maksim1744's solution](#)

2298.

1275C

[#define At0CDD010aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Maksim1744's solution](#)

2299.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Maksim1744's solution](#)

2300.

1275A

[B IDK0\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Maksim1744's solution](#)

2301.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2302.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2303.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2304.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2305.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2306.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2307.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2308.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2309.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2310.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2311.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2312.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2313.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2314.

101630A

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

Rating: — · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2315.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2316.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2317.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2318.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2319.

101573I

[Favorite Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2320.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2321.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2322.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2323.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2324.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2325.

101611A

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

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2326.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · Python 3 (first AC) · Tags: —

[Maksim1744's solution](#)

2327.

101573K

[Xor and segments](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2328.

101573H

[Array Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2329.

101573G

[DHCP troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2330.

101573F

[Robot in the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2331.

101573E

[Ugly Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2332.

101573D

[PalINDromes](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2333.

101573A

[Problem Order](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2334.

101573B

[Interactor](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2335.

101573C

[Signals in the Space](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2336.

102249A

[Leapfrog: Ch. 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2337.

102249B

[Leapfrog: Ch. 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2338.

102249C

[Mr. X](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · Python 3 (first AC) · Tags: —

[Maksim1744's solution](#)

2339.

102249D

[Trees as a Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maksim1744's solution](#)

2340.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

