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# Unique solved — MetalPower

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

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

Filters: none

Count: 1,142

- 1.**  
2062A  
[String](#) · [Tutorial](#)  
Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[MetalPower's solution](#)
- 2.**  
2048A  
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Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory  
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- 3.**  
2002A  
[Distanced Coloring](#) · [Tutorial](#)  
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
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- 4.**  
1994A  
[Diverse Game](#) · [Tutorial](#)  
Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
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- 5.**  
1987A  
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Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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- 6.**  
1986A  
[X Axis](#) · [Tutorial](#)  
Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings  
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- 7.**  
1978B  
[New Bakery](#) · [Tutorial](#)  
Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · Java 8 (first AC) · Tags: binary search, greedy, math, ternary search  
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- 8.**  
1978A  
[Alice and Books](#) · [Tutorial](#)  
Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings  
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- 9.**  
1984A  
[Strange Splitting](#) · [Tutorial](#)  
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**10.**

1976A

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Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

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**11.**

9A

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Quality: 69,690 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

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**12.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

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**13.**

1873A

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Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · last AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**14.**

1873B

[Good Kid](#) · [Tutorial](#)

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**15.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-10-26 · PyPy 3 (first AC) · Tags: implementation

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**16.**

1624A

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

Quality: 60,286 global accepts · Rating: 800 · first AC: 2023-10-26 · PyPy 3 (first AC) · Tags: math

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**17.**

431A

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**18.**

1884A

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**19.**

1669A

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Quality: 88,568 global accepts · Rating: 800 · first AC: 2023-10-21 · PyPy 3-64 (first AC) · Tags: implementation

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**20.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,442 global accepts · Rating: 800 · first AC: 2023-10-21 · PyPy 3-64 (first AC) · Tags: implementation

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**21.**

703A

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Quality: 66,597 global accepts · Rating: 800 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: implementation

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**22.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

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**23.**

490A

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**24.**

758A

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Quality: 75,316 global accepts · Rating: 800 · first AC: 2023-10-19 · PyPy 3 (first AC) · Tags: implementation, math

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**25.**

32B

[Borze](#) · [Tutorial](#)

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**26.**

432A

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**27.**

1703A

[YES or YES?](#) · [Tutorial](#)

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**28.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

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**29.**

1742A

[Sum](#) · [Tutorial](#)

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**30.**

381A

[Sereja and Dima](#) · [Tutorial](#)

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**31.**

1512A

[Spy Detected!](#) · [Tutorial](#)

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**32.**

1409A

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**33.**

151A

[Soft Drinking](#) · [Tutorial](#)

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**34.**

1399A

[Remove Smallest](#) · [Tutorial](#)

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**35.**

1154A

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**36.**

732A

[Buy a Shovel](#) · [Tutorial](#)

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**37.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

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**38.**

723A

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**39.**

1352A

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**40.**

750A

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**41.**

155A

[I love %username%](#) · [Tutorial](#)

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**42.**

427A

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**43.**

510A

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**44.**

141A

[Amusing Joke](#) · [Tutorial](#)

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**45.**

268A

[Games](#) · [Tutorial](#)

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**46.**

1879A

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**47.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

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**48.**

996A

[Hit the Lottery](#) · [Tutorial](#)

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**49.**

443A

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**50.**

148A

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Quality: 112,420 global accepts · Rating: 800 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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**51.**

520A

[Pangram](#) · [Tutorial](#)

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**52.**

144A

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**53.**

469A

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**54.**

705A

[Hulk](#) · [Tutorial](#)

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**55.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,842 global accepts · Rating: 800 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**56.**

61A

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**57.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

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**58.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,713 global accepts · Rating: 800 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**59.**

200B

[Drinks](#) · [Tutorial](#)

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**60.**

486A

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

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**61.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,569 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**62.**

266B

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

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**63.**

1882A

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677A  
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116A  
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344A  
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467A  
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- 68.**  
1030A  
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- 69.**  
1873D  
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1873C  
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- 71.**  
271A  
[Beautiful Year](#) · [Tutorial](#)  
Quality: 177,776 global accepts · Rating: 800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
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- 72.**  
1870A  
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- 73.**  
41A  
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Quality: 188,500 global accepts · Rating: 800 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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- 74.**  
734A  
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**75.**

110A

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**76.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,997 global accepts · Rating: 800 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**77.**

977A

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Quality: 217,542 global accepts · Rating: 800 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**78.**

617A

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Quality: 249,206 global accepts · Rating: 800 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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**79.**

1858A

[Buttons](#) · [Tutorial](#)

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**80.**

791A

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Quality: 257,311 global accepts · Rating: 800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**81.**

546A

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Quality: 235,264 global accepts · Rating: 800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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**82.**

266A

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

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**83.**

236A

[Boy or Girl](#) · [Tutorial](#)

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**84.**

1867A

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Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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**85.**

281A

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

Quality: 271,055 global accepts · Rating: 800 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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86.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,439 global accepts · Rating: 800 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

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87.

112A

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

Quality: 287,320 global accepts · Rating: 800 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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88.

1861A

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Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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89.

1849A

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Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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90.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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91.

1845A

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

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92.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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93.

1841A

[Game with Board](#) · [Tutorial](#)

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94.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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95.

1821A

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Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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96.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,477 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MetalPower's solution](#)

**97.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MetalPower's solution](#)

**98.**

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**99.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

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**100.**

1768A

[Greatest Convex](#) · [Tutorial](#)

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**101.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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**102.**

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**103.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MetalPower's solution](#)

**104.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,092 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**105.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,392 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**106.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,805 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**107.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,554 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[MetalPower's solution](#)

**108.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**109.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MetalPower's solution](#)

**110.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**111.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**112.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MetalPower's solution](#)

**113.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[MetalPower's solution](#)

**114.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**115.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,920 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**116.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**117.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,767 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**118.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[MetalPower's solution](#)

**119.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[MetalPower's solution](#)

**120.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MetalPower's solution](#)

**121.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[MetalPower's solution](#)

**122.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[MetalPower's solution](#)

**123.**

71A

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

Quality: 503,391 global accepts · Rating: 800 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

[MetalPower's solution](#)

**124.**

1621A

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

Quality: 24,768 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MetalPower's solution](#)

**125.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**126.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**127.**

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[MetalPower's solution](#)

**128.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[MetalPower's solution](#)

**129.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[MetalPower's solution](#)

**130.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[MetalPower's solution](#)

**131.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MetalPower's solution](#)

**132.**

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**133.**

1005A

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

Quality: 27,515 global accepts · Rating: 800 · first AC: 2021-08-25 · last AC: 2021-08-25 · PyPy 3 (first AC) · Tags: implementation

[MetalPower's solution](#)

**134.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[MetalPower's solution](#)

**135.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,269 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**136.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**137.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**138.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**139.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[MetalPower's solution](#)

**140.**

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MetalPower's solution](#)

**141.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[MetalPower's solution](#)

**142.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**143.**

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[MetalPower's solution](#)

**144.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,003 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**145.**

1519B

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Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[MetalPower's solution](#)

**146.**

1519A

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

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[MetalPower's solution](#)

**147.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**148.**

1511A

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Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MetalPower's solution](#)

**149.**

1473A

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

Quality: 37,432 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[MetalPower's solution](#)

**150.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, greedy, math

[MetalPower's solution](#)

**151.**

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**152.**

1466B

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

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

[MetalPower's solution](#)

**153.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

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

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**154.**

1465A

[In-game Chat](#) · [Tutorial](#)

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

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**155.**

1461A

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

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

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**156.**

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math, number theory

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**157.**

1451A

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

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**158.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy

[MetalPower's solution](#)

**159.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math

[MetalPower's solution](#)

**160.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**161.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: implementation, math

[MetalPower's solution](#)

**162.**

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**163.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**164.**

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**165.**

1437A

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Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[MetalPower's solution](#)

**166.**

1435A

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Rating: 800 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: math

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**167.**

1436A

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**168.**

1428A

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[MetalPower's solution](#)

**169.**

1417A

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[MetalPower's solution](#)

**170.**

1405A

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Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms

[MetalPower's solution](#)

**171.**

1397A

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Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: greedy, strings

[MetalPower's solution](#)

**172.**

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[MetalPower's solution](#)

**173.**

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math

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**174.**

1398B

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

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

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**175.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: geometry, math

[MetalPower's solution](#)

**176.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[MetalPower's solution](#)

**177.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**178.**

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force

[MetalPower's solution](#)

**179.**

1372A

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

Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**180.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math

[MetalPower's solution](#)

**181.**

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math

[MetalPower's solution](#)

**182.**

1369A

[FashionableLee](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**183.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,492 global accepts · Rating: 800 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[MetalPower's solution](#)

**184.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[MetalPower's solution](#)

**185.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,956 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**186.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: implementation, strings

[MetalPower's solution](#)

**187.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**188.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,731 global accepts · Rating: 800 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**189.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**190.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**191.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MetalPower's solution](#)

**192.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**193.**

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**194.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,154 global accepts · Rating: 800 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**195.**

1337A

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

Quality: 42,915 global accepts · Rating: 800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**196.**

1335A

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

Quality: 104,818 global accepts · Rating: 800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: math

[MetalPower's solution](#)

**197.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: brute force, math

[MetalPower's solution](#)

**198.**

1283A

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

Quality: 61,306 global accepts · Rating: 800 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: math

[MetalPower's solution](#)

**199.**

731A

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

Quality: 53,216 global accepts · Rating: 800 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: implementation, strings

[MetalPower's solution](#)

**200.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[MetalPower's solution](#)

**201.**

1296A

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

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: math

[MetalPower's solution](#)

**202.**

630A

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

Quality: 93,542 global accepts · Rating: 800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: number theory

[MetalPower's solution](#)

**203.**

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: implementation

[MetalPower's solution](#)

**204.**

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: math

[MetalPower's solution](#)

**205.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**206.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MetalPower's solution](#)

**207.**

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MetalPower's solution](#)

**208.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2023-10-21 · PyPy 3-64 (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**209.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,055 global accepts · Rating: 900 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: implementation, number theory

[MetalPower's solution](#)

**210.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: implementation

[MetalPower's solution](#)

**211.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: greedy

[MetalPower's solution](#)

**212.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MetalPower's solution](#)

**213.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[MetalPower's solution](#)

**214.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,711 global accepts · Rating: 900 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[MetalPower's solution](#)

**215.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[MetalPower's solution](#)

**216.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**217.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[MetalPower's solution](#)

**218.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[MetalPower's solution](#)

**219.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,761 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**220.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,686 global accepts · Rating: 900 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MetalPower's solution](#)

**221.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[MetalPower's solution](#)

**222.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[MetalPower's solution](#)

**223.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**224.**

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[MetalPower's solution](#)

**225.**

1699B

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

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[MetalPower's solution](#)

**226.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MetalPower's solution](#)

**227.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[MetalPower's solution](#)

**228.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[MetalPower's solution](#)

**229.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MetalPower's solution](#)

**230.**

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[MetalPower's solution](#)

**231.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[MetalPower's solution](#)

**232.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MetalPower's solution](#)

**233.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[MetalPower's solution](#)

**234.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MetalPower's solution](#)

**235.**

1471A

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

Quality: 38,221 global accepts · Rating: 900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[MetalPower's solution](#)

**236.**

1451B

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

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

[MetalPower's solution](#)

**237.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**238.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**239.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[MetalPower's solution](#)

**240.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: math, sortings  
[MetalPower's solution](#)

**241.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: math, sortings  
[MetalPower's solution](#)

**242.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: games, greedy, implementation  
[MetalPower's solution](#)

**243.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[MetalPower's solution](#)

**244.**

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[MetalPower's solution](#)

**245.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, data structures  
[MetalPower's solution](#)

**246.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,595 global accepts · Rating: 900 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math  
[MetalPower's solution](#)

**247.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games  
[MetalPower's solution](#)

**248.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math  
[MetalPower's solution](#)

**249.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math  
[MetalPower's solution](#)

**250.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: math

[MetalPower's solution](#)

**251.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,398 global accepts · Rating: 900 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, math

[MetalPower's solution](#)

**252.**

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MetalPower's solution](#)

**253.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MetalPower's solution](#)

**254.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[MetalPower's solution](#)

**255.**

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: implementation

[MetalPower's solution](#)

**256.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[MetalPower's solution](#)

**257.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[MetalPower's solution](#)

**258.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MetalPower's solution](#)

**259.**

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[MetalPower's solution](#)

**260.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[MetalPower's solution](#)

**261.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[MetalPower's solution](#)

**262.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,949 global accepts · Rating: 1000 · first AC: 2023-10-20 · PyPy 3-64 (first AC) · Tags: bitmasks

[MetalPower's solution](#)

**263.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2023-10-13 · PyPy 3-64 (first AC) · Tags: implementation

[MetalPower's solution](#)

**264.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,514 global accepts · Rating: 1000 · first AC: 2023-10-11 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**265.**

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**266.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MetalPower's solution](#)

**267.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MetalPower's solution](#)

**268.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[MetalPower's solution](#)

**269.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,414 global accepts · Rating: 1000 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MetalPower's solution](#)

**270.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MetalPower's solution](#)

**271.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[MetalPower's solution](#)

**272.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[MetalPower's solution](#)

**273.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**274.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MetalPower's solution](#)

**275.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MetalPower's solution](#)

**276.**

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[MetalPower's solution](#)

**277.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MetalPower's solution](#)

**278.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[MetalPower's solution](#)

**279.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MetalPower's solution](#)

**280.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MetalPower's solution](#)

**281.**

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**282.**

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[MetalPower's solution](#)

**283.**

1473B

[String LCM](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**284.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[MetalPower's solution](#)

**285.**

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[MetalPower's solution](#)

**286.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[MetalPower's solution](#)

**287.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**288.**

1438B

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

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[MetalPower's solution](#)

**289.**

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[MetalPower's solution](#)

**290.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: math

[MetalPower's solution](#)

**291.**

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**292.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,949 global accepts · Rating: 1000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, strings

[MetalPower's solution](#)

**293.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[MetalPower's solution](#)

**294.**

1362A

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

Quality: 34,091 global accepts · Rating: 1000 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: implementation  
[MetalPower's solution](#)

**295.**

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[MetalPower's solution](#)

**296.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[MetalPower's solution](#)

**297.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings  
[MetalPower's solution](#)

**298.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: math  
[MetalPower's solution](#)

**299.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,424 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math  
[MetalPower's solution](#)

**300.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms  
[MetalPower's solution](#)

**301.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,827 global accepts · Rating: 1000 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, number theory  
[MetalPower's solution](#)

**302.**

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,414 global accepts · Rating: 1000 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: —  
[MetalPower's solution](#)

**303.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[MetalPower's solution](#)

**304.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[MetalPower's solution](#)

**305.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[MetalPower's solution](#)

**306.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[MetalPower's solution](#)

**307.**

706B

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

Quality: 84,487 global accepts · Rating: 1100 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation  
[MetalPower's solution](#)

**308.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[MetalPower's solution](#)

**309.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[MetalPower's solution](#)

**310.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation  
[MetalPower's solution](#)

**311.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[MetalPower's solution](#)

**312.**

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[MetalPower's solution](#)

**313.**

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[MetalPower's solution](#)

**314.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[MetalPower's solution](#)

**315.**

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[MetalPower's solution](#)

**316.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**317.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[MetalPower's solution](#)

**318.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[MetalPower's solution](#)

**319.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[MetalPower's solution](#)

**320.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[MetalPower's solution](#)

**321.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**322.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,409 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[MetalPower's solution](#)

**323.**

1609B

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

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

[MetalPower's solution](#)

**324.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[MetalPower's solution](#)

**325.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[MetalPower's solution](#)

**326.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[MetalPower's solution](#)

**327.**

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[MetalPower's solution](#)

**328.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**329.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[MetalPower's solution](#)

**330.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[MetalPower's solution](#)

**331.**

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[MetalPower's solution](#)

**332.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MetalPower's solution](#)

**333.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[MetalPower's solution](#)

**334.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, graphs

[MetalPower's solution](#)

**335.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[MetalPower's solution](#)

**336.**

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**337.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[MetalPower's solution](#)

**338.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[MetalPower's solution](#)

**339.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**340.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**341.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games

[MetalPower's solution](#)

**342.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**343.**

1370B

[GCD Compression](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**344.**

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[MetalPower's solution](#)

**345.**

1365A

[Matrix Game](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**346.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[MetalPower's solution](#)

**347.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[MetalPower's solution](#)

**348.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[MetalPower's solution](#)

**349.**

1335C

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

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[MetalPower's solution](#)

**350.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**351.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MetalPower's solution](#)

**352.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[MetalPower's solution](#)

**353.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[MetalPower's solution](#)

**354.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MetalPower's solution](#)

**355.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MetalPower's solution](#)

**356.**

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[MetalPower's solution](#)

**357.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,033 global accepts · Rating: 1200 · first AC: 2023-10-16 · PyPy 3 (first AC) · Tags: implementation

[MetalPower's solution](#)

**358.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**359.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[MetalPower's solution](#)

**360.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**361.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[MetalPower's solution](#)

**362.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[MetalPower's solution](#)

**363.**

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[MetalPower's solution](#)

**364.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[MetalPower's solution](#)

**365.**

546B

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

Quality: 18,610 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[MetalPower's solution](#)

**366.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MetalPower's solution](#)

**367.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**368.**

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math  
[MetalPower's solution](#)

**369.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[MetalPower's solution](#)

**370.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[MetalPower's solution](#)

**371.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[MetalPower's solution](#)

**372.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[MetalPower's solution](#)

**373.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[MetalPower's solution](#)

**374.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[MetalPower's solution](#)

**375.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings  
[MetalPower's solution](#)

**376.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[MetalPower's solution](#)

**377.**

1437B

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

Quality: 20,855 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[MetalPower's solution](#)

**378.**

1428B

[Belted Rooms](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**379.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: bitmasks, math

[MetalPower's solution](#)

**380.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[MetalPower's solution](#)

**381.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[MetalPower's solution](#)

**382.**

1392C

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

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

[MetalPower's solution](#)

**383.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[MetalPower's solution](#)

**384.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**385.**

1371B

[Magical Calendar](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**386.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[MetalPower's solution](#)

**387.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[MetalPower's solution](#)

**388.**

1362B

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

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[MetalPower's solution](#)

**389.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[MetalPower's solution](#)

**390.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers  
[MetalPower's solution](#)

**391.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[MetalPower's solution](#)

**392.**

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[MetalPower's solution](#)

**393.**

1343C

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

Quality: 44,083 global accepts · Rating: 1200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers  
[MetalPower's solution](#)

**394.**

1339B

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

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[MetalPower's solution](#)

**395.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math  
[MetalPower's solution](#)

**396.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: greedy, implementation  
[MetalPower's solution](#)

**397.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[MetalPower's solution](#)

**398.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[MetalPower's solution](#)

**399.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2023-10-15 · PyPy 3 (first AC) · Tags: brute force, dp

[MetalPower's solution](#)

**400.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2023-10-12 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, number theory

[MetalPower's solution](#)

**401.**

4C

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

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation

[MetalPower's solution](#)

**402.**

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[MetalPower's solution](#)

**403.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[MetalPower's solution](#)

**404.**

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**405.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[MetalPower's solution](#)

**406.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[MetalPower's solution](#)

**407.**

1815A

[Ia and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MetalPower's solution](#)

**408.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[MetalPower's solution](#)

**409.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[MetalPower's solution](#)

**410.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MetalPower's solution](#)

**411.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[MetalPower's solution](#)

**412.**

1698C

[3SUM Closure](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**413.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MetalPower's solution](#)

**414.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[MetalPower's solution](#)

**415.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[MetalPower's solution](#)

**416.**

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[MetalPower's solution](#)

**417.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MetalPower's solution](#)

**418.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MetalPower's solution](#)

**419.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[MetalPower's solution](#)

**420.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force,

math

[MetalPower's solution](#)

**421.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[MetalPower's solution](#)

**422.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[MetalPower's solution](#)

**423.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[MetalPower's solution](#)

**424.**

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MetalPower's solution](#)

**425.**

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[MetalPower's solution](#)

**426.**

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[MetalPower's solution](#)

**427.**

1471C

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

Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[MetalPower's solution](#)

**428.**

1466C

[Canine poetry](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**429.**

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**430.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[MetalPower's solution](#)

**431.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy  
[MetalPower's solution](#)

**432.**

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: greedy, sortings  
[MetalPower's solution](#)

**433.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory  
[MetalPower's solution](#)

**434.**

1401C

[Mere Array](#) · [Tutorial](#)

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

**435.**

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings  
[MetalPower's solution](#)

**436.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[MetalPower's solution](#)

**437.**

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math  
[MetalPower's solution](#)

**438.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[MetalPower's solution](#)

**439.**

1364B

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

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers  
[MetalPower's solution](#)

**440.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers  
[MetalPower's solution](#)

**441.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[MetalPower's solution](#)

**442.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths  
[MetalPower's solution](#)

**443.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[MetalPower's solution](#)

**444.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[MetalPower's solution](#)

**445.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive  
[MetalPower's solution](#)

**446.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers  
[MetalPower's solution](#)

**447.**

1887A1

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

Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[MetalPower's solution](#)

**448.**

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[MetalPower's solution](#)

**449.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[MetalPower's solution](#)

**450.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings  
[MetalPower's solution](#)

**451.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[MetalPower's solution](#)

**452.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[MetalPower's solution](#)

**453.**

1705C

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

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

**454.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[MetalPower's solution](#)

**455.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers  
[MetalPower's solution](#)

**456.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math  
[MetalPower's solution](#)

**457.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers  
[MetalPower's solution](#)

**458.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[MetalPower's solution](#)

**459.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[MetalPower's solution](#)

**460.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[MetalPower's solution](#)

**461.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings  
[MetalPower's solution](#)

**462.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[MetalPower's solution](#)

**463.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[MetalPower's solution](#)

**464.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[MetalPower's solution](#)

**465.**

1461B

[Find the Spruce](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**466.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[MetalPower's solution](#)

**467.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[MetalPower's solution](#)

**468.**

1443C

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

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[MetalPower's solution](#)

**469.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[MetalPower's solution](#)

**470.**

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: greedy

[MetalPower's solution](#)

**471.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[MetalPower's solution](#)

**472.**

1374D

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

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[MetalPower's solution](#)

**473.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[MetalPower's solution](#)

**474.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory

[MetalPower's solution](#)

**475.**

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MetalPower's solution](#)

**476.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[MetalPower's solution](#)

**477.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: implementation, strings

[MetalPower's solution](#)

**478.**

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[MetalPower's solution](#)

**479.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**480.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[MetalPower's solution](#)

**481.**

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[MetalPower's solution](#)

**482.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MetalPower's solution](#)

**483.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[MetalPower's solution](#)

**484.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[MetalPower's solution](#)

**485.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MetalPower's solution](#)

**486.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MetalPower's solution](#)

**487.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[MetalPower's solution](#)

**488.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[MetalPower's solution](#)

**489.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MetalPower's solution](#)

**490.**

1710A

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

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

[MetalPower's solution](#)

**491.**

1621B

[Integers Shop](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**492.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[MetalPower's solution](#)

**493.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MetalPower's solution](#)

**494.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[MetalPower's solution](#)

**495.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[MetalPower's solution](#)

**496.**

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MetalPower's solution](#)

**497.**

1473C

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

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

[MetalPower's solution](#)

**498.**

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[MetalPower's solution](#)

**499.**

1461C

[Random Events](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**500.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: greedy

[MetalPower's solution](#)

**501.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, implementation

[MetalPower's solution](#)

**502.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[MetalPower's solution](#)

**503.**

1440C1

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

Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**504.**

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[MetalPower's solution](#)

**505.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**506.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[MetalPower's solution](#)

**507.**

1417C

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

Rating: 1500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures

[MetalPower's solution](#)

**508.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MetalPower's solution](#)

**509.**

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[MetalPower's solution](#)

**510.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[MetalPower's solution](#)

**511.**

1405C

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

Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[MetalPower's solution](#)

**512.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[MetalPower's solution](#)

**513.**

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[MetalPower's solution](#)

**514.**

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[MetalPower's solution](#)

**515.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[MetalPower's solution](#)

**516.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[MetalPower's solution](#)

**517.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**518.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[MetalPower's solution](#)

**519.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[MetalPower's solution](#)

**520.**

1366C

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

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

[MetalPower's solution](#)

**521.**

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[MetalPower's solution](#)

**522.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[MetalPower's solution](#)

**523.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MetalPower's solution](#)

**524.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[MetalPower's solution](#)

**525.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · Java 8 (first AC) · Tags: data structures, greedy, implementation, math  
[MetalPower's solution](#)

**526.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
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**527.**

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees  
[MetalPower's solution](#)

**528.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings  
[MetalPower's solution](#)

**529.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[MetalPower's solution](#)

**530.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[MetalPower's solution](#)

**531.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings  
[MetalPower's solution](#)

**532.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings  
[MetalPower's solution](#)

**533.**

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[MetalPower's solution](#)

**534.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[MetalPower's solution](#)

**535.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[MetalPower's solution](#)

**536.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[MetalPower's solution](#)

**537.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[MetalPower's solution](#)

**538.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[MetalPower's solution](#)

**539.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[MetalPower's solution](#)

**540.**

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[MetalPower's solution](#)

**541.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MetalPower's solution](#)

**542.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[MetalPower's solution](#)

**543.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[MetalPower's solution](#)

**544.**

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MetalPower's solution](#)

**545.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[MetalPower's solution](#)

**546.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[MetalPower's solution](#)

**547.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[MetalPower's solution](#)

**548.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**549.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[MetalPower's solution](#)

**550.**

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu

[MetalPower's solution](#)

**551.**

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[MetalPower's solution](#)

**552.**

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[MetalPower's solution](#)

**553.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[MetalPower's solution](#)

**554.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[MetalPower's solution](#)

**555.**

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[MetalPower's solution](#)

**556.**

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[MetalPower's solution](#)

**557.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[MetalPower's solution](#)

**558.**

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[MetalPower's solution](#)

**559.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[MetalPower's solution](#)

**560.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: combinatorics, dp

[MetalPower's solution](#)

**561.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[MetalPower's solution](#)

**562.**

1397C

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

Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MetalPower's solution](#)

**563.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math

[MetalPower's solution](#)

**564.**

1371D

[Grid-00100](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**565.**

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy  
[MetalPower's solution](#)

**566.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: games, trees  
[MetalPower's solution](#)

**567.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math, number theory  
[MetalPower's solution](#)

**568.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[MetalPower's solution](#)

**569.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory  
[MetalPower's solution](#)

**570.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[MetalPower's solution](#)

**571.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs  
[MetalPower's solution](#)

**572.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings  
[MetalPower's solution](#)

**573.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math  
[MetalPower's solution](#)

**574.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[MetalPower's solution](#)

**575.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[MetalPower's solution](#)

**576.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[MetalPower's solution](#)

**577.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[MetalPower's solution](#)

**578.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[MetalPower's solution](#)

**579.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[MetalPower's solution](#)

**580.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[MetalPower's solution](#)

**581.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[MetalPower's solution](#)

**582.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[MetalPower's solution](#)

**583.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[MetalPower's solution](#)

**584.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MetalPower's solution](#)

**585.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[MetalPower's solution](#)

**586.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[MetalPower's solution](#)

**587.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[MetalPower's solution](#)

**588.**

1699C

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

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

[MetalPower's solution](#)

**589.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[MetalPower's solution](#)

**590.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[MetalPower's solution](#)

**591.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[MetalPower's solution](#)

**592.**

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[MetalPower's solution](#)

**593.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[MetalPower's solution](#)

**594.**

1621C

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

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

[MetalPower's solution](#)

**595.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**596.**

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[MetalPower's solution](#)

**597.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[MetalPower's solution](#)

**598.**

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[MetalPower's solution](#)

**599.**

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[MetalPower's solution](#)

**600.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[MetalPower's solution](#)

**601.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[MetalPower's solution](#)

**602.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[MetalPower's solution](#)

**603.**

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[MetalPower's solution](#)

**604.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[MetalPower's solution](#)

**605.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MetalPower's solution](#)

**606.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math  
[MetalPower's solution](#)

**607.**

1118D2

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

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[MetalPower's solution](#)

**608.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation  
[MetalPower's solution](#)

**609.**

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-05 · last AC: 2021-01-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers  
[MetalPower's solution](#)

**610.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

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

**611.**

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1700 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[MetalPower's solution](#)

**612.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math  
[MetalPower's solution](#)

**613.**

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, schedules  
[MetalPower's solution](#)

**614.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: binary search, greedy  
[MetalPower's solution](#)

**615.**

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math  
[MetalPower's solution](#)

**616.**

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[MetalPower's solution](#)

**617.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: dp

[MetalPower's solution](#)

**618.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[MetalPower's solution](#)

**619.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[MetalPower's solution](#)

**620.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[MetalPower's solution](#)

**621.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dp

[MetalPower's solution](#)

**622.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[MetalPower's solution](#)

**623.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: dp

[MetalPower's solution](#)

**624.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

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

[MetalPower's solution](#)

**625.**

1392D

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

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

[MetalPower's solution](#)

**626.**

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[MetalPower's solution](#)

**627.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[MetalPower's solution](#)

**628.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[MetalPower's solution](#)

**629.**

1362D

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

Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[MetalPower's solution](#)

**630.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: binary search, math

[MetalPower's solution](#)

**631.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[MetalPower's solution](#)

**632.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[MetalPower's solution](#)

**633.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[MetalPower's solution](#)

**634.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MetalPower's solution](#)

**635.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[MetalPower's solution](#)

**636.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[MetalPower's solution](#)

**637.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[MetalPower's solution](#)

**638.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[MetalPower's solution](#)

**639.**

1290B

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

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[MetalPower's solution](#)

**640.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[MetalPower's solution](#)

**641.**

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[MetalPower's solution](#)

**642.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[MetalPower's solution](#)

**643.**

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[MetalPower's solution](#)

**644.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2024-03-29 · last AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[MetalPower's solution](#)

**645.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[MetalPower's solution](#)

**646.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[MetalPower's solution](#)

**647.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[MetalPower's solution](#)

**648.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[MetalPower's solution](#)

**649.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[MetalPower's solution](#)

**650.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[MetalPower's solution](#)

**651.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[MetalPower's solution](#)

**652.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[MetalPower's solution](#)

**653.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MetalPower's solution](#)

**654.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[MetalPower's solution](#)

**655.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[MetalPower's solution](#)

**656.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[MetalPower's solution](#)

**657.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[MetalPower's solution](#)

**658.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[MetalPower's solution](#)

**659.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MetalPower's solution](#)

**660.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[MetalPower's solution](#)

**661.**

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[MetalPower's solution](#)

**662.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[MetalPower's solution](#)

**663.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[MetalPower's solution](#)

**664.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[MetalPower's solution](#)

**665.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MetalPower's solution](#)

**666.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MetalPower's solution](#)

**667.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[MetalPower's solution](#)

**668.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[MetalPower's solution](#)

**669.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[MetalPower's solution](#)

**670.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[MetalPower's solution](#)

**671.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[MetalPower's solution](#)

**672.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[MetalPower's solution](#)

**673.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[MetalPower's solution](#)

**674.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[MetalPower's solution](#)

**675.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[MetalPower's solution](#)

**676.**

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MetalPower's solution](#)

**677.**

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[MetalPower's solution](#)

**678.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[MetalPower's solution](#)

**679.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2020-12-20 · last AC: 2020-12-20 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[MetalPower's solution](#)

**680.**

1462F

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

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · last AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[MetalPower's solution](#)

**681.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[MetalPower's solution](#)

**682.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[MetalPower's solution](#)

**683.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[MetalPower's solution](#)

**684.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[MetalPower's solution](#)

**685.**

1030D

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

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: geometry, number theory

[MetalPower's solution](#)

**686.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[MetalPower's solution](#)

**687.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: number theory

[MetalPower's solution](#)

**688.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: bitmasks, dp

[MetalPower's solution](#)

**689.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[MetalPower's solution](#)

**690.**

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[MetalPower's solution](#)

**691.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[MetalPower's solution](#)

**692.**

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, games, greedy, implementation

[MetalPower's solution](#)

**693.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[MetalPower's solution](#)

**694.**

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[MetalPower's solution](#)

**695.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[MetalPower's solution](#)

**696.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[MetalPower's solution](#)

**697.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings

[MetalPower's solution](#)

**698.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[MetalPower's solution](#)

**699.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[MetalPower's solution](#)

**700.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[MetalPower's solution](#)

**701.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[MetalPower's solution](#)

**702.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[MetalPower's solution](#)

**703.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[MetalPower's solution](#)

**704.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[MetalPower's solution](#)

**705.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[MetalPower's solution](#)

**706.**

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[MetalPower's solution](#)

**707.**

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, strings

[MetalPower's solution](#)

**708.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[MetalPower's solution](#)

**709.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[MetalPower's solution](#)

**710.**

1679D

[Toss a Coin to Your Graph... · Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[MetalPower's solution](#)

**711.**

1887A2

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

Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[MetalPower's solution](#)

**712.**

1887B

[Time Travel · Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[MetalPower's solution](#)

**713.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[MetalPower's solution](#)

**714.**

1854A2

[Dual \(Hard Version\) · Tutorial](#)

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MetalPower's solution](#)

**715.**

1842D

[Tenzing and His Animal Friends · Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[MetalPower's solution](#)

**716.**

1787D

[Game on Axis · Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[MetalPower's solution](#)

**717.**

607B

[Zuma · Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2020-10-29 · last AC: 2022-09-22 · GNU C++11 (first AC) · Tags: dp

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**718.**

1717D

[Madoka and The Corruption Scheme · Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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**719.**

1715D

[2+ doors · Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

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**720.**

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
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**721.**

1707B

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Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings  
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**722.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
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**723.**

1700D

[River Locks](#) · [Tutorial](#)

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**724.**

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings  
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**725.**

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers  
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**726.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers  
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**727.**

1547F

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Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers  
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**728.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
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**729.**

1141G

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Quality: 2,546 global accepts · Rating: 1900 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees  
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**730.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**731.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[MetalPower's solution](#)

**732.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[MetalPower's solution](#)

**733.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[MetalPower's solution](#)

**734.**

1471D

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

Rating: 1900 · first AC: 2021-01-05 · last AC: 2021-01-06 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[MetalPower's solution](#)

**735.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[MetalPower's solution](#)

**736.**

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force

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**737.**

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[MetalPower's solution](#)

**738.**

1440C2

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

Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MetalPower's solution](#)

**739.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: data structures, number theory

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**740.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: data structures, dp

[MetalPower's solution](#)

**741.**

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[MetalPower's solution](#)

**742.**

1285D

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Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

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**743.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[MetalPower's solution](#)

**744.**

792D

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Quality: 3,396 global accepts · Rating: 1900 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: bitmasks, trees

[MetalPower's solution](#)

**745.**

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dsu, sortings

[MetalPower's solution](#)

**746.**

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[MetalPower's solution](#)

**747.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: matrices

[MetalPower's solution](#)

**748.**

1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[MetalPower's solution](#)

**749.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MetalPower's solution](#)

**750.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

[MetalPower's solution](#)

**751.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[MetalPower's solution](#)

**752.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[MetalPower's solution](#)

**753.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[MetalPower's solution](#)

**754.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[MetalPower's solution](#)

**755.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

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**756.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[MetalPower's solution](#)

**757.**

2052J

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Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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**758.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[MetalPower's solution](#)

**759.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[MetalPower's solution](#)

**760.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[MetalPower's solution](#)

**761.**

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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**762.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · Java 8 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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**763.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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**764.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[MetalPower's solution](#)

**765.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[MetalPower's solution](#)

**766.**

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[MetalPower's solution](#)

**767.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

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**768.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

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**769.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MetalPower's solution](#)

**770.**

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[MetalPower's solution](#)

**771.**

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[MetalPower's solution](#)

**772.**

689E

[Mike and Geometry Problem · Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

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**773.**

1010D

[Mars rover · Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[MetalPower's solution](#)

**774.**

1092E

[Minimal Diameter Forest · Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[MetalPower's solution](#)

**775.**

401D

[Roman and Numbers · Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

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**776.**

337D

[Book of Evil · Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

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**777.**

118E

[Bertown roads · Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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**778.**

1426F

[Number of Subsequences · Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

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**779.**

1156C

[Match Points · Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

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**780.**

478D

[Red-Green Towers · Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**781.**

1399E1

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**782.**

1359E

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Quality: 6,733 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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**783.**

1674E

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**784.**

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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**785.**

1354C2

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**786.**

1763C

[Another Array Problem · Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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**787.**

999E

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Quality: 7,855 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

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**788.**

514C

[Watto and Mechanism · Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

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**789.**

1200E

[Compress Words · Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

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**790.**

1132F

[Clear the String · Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**791.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

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**792.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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**793.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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**794.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[MetalPower's solution](#)

**795.**

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

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**796.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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**797.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

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**798.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**799.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[MetalPower's solution](#)

**800.**

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[MetalPower's solution](#)

**801.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[MetalPower's solution](#)

**802.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MetalPower's solution](#)

**803.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[MetalPower's solution](#)

**804.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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**805.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MetalPower's solution](#)

**806.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[MetalPower's solution](#)

**807.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

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**808.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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**809.**

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**810.**

1618F

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Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[MetalPower's solution](#)

**811.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[MetalPower's solution](#)

**812.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**813.**

1525C

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Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[MetalPower's solution](#)

**814.**

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[MetalPower's solution](#)

**815.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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**816.**

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[MetalPower's solution](#)

**817.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[MetalPower's solution](#)

**818.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[MetalPower's solution](#)

**819.**

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[MetalPower's solution](#)

**820.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[MetalPower's solution](#)

**821.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2020-12-26 · last AC: 2020-12-26 · GNU C++11 (first AC) · Tags: \*special, data structures  
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**822.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory  
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**823.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: data structures, dp  
[MetalPower's solution](#)

**824.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
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**825.**

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[MetalPower's solution](#)

**826.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows  
[MetalPower's solution](#)

**827.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[MetalPower's solution](#)

**828.**

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[MetalPower's solution](#)

**829.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs  
[MetalPower's solution](#)

**830.**

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, trees  
[MetalPower's solution](#)

**831.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MetalPower's solution](#)

**832.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[MetalPower's solution](#)

**833.**

1213F

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

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[MetalPower's solution](#)

**834.**

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[MetalPower's solution](#)

**835.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[MetalPower's solution](#)

**836.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[MetalPower's solution](#)

**837.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[MetalPower's solution](#)

**838.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[MetalPower's solution](#)

**839.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[MetalPower's solution](#)

**840.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[MetalPower's solution](#)

**841.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[MetalPower's solution](#)

**842.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[MetalPower's solution](#)

**843.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[MetalPower's solution](#)

**844.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[MetalPower's solution](#)

**845.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MetalPower's solution](#)

**846.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[MetalPower's solution](#)

**847.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[MetalPower's solution](#)

**848.**

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MetalPower's solution](#)

**849.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[MetalPower's solution](#)

**850.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[MetalPower's solution](#)

**851.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs, trees

[MetalPower's solution](#)

**852.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[MetalPower's solution](#)

**853.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[MetalPower's solution](#)

**854.**

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[MetalPower's solution](#)

**855.**

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MetalPower's solution](#)

**856.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[MetalPower's solution](#)

**857.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[MetalPower's solution](#)

**858.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[MetalPower's solution](#)

**859.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[MetalPower's solution](#)

**860.**

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[MetalPower's solution](#)

**861.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[MetalPower's solution](#)

**862.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[MetalPower's solution](#)

**863.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[MetalPower's solution](#)

**864.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[MetalPower's solution](#)

**865.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MetalPower's solution](#)

**866.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[MetalPower's solution](#)

**867.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MetalPower's solution](#)

**868.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[MetalPower's solution](#)

**869.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[MetalPower's solution](#)

**870.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[MetalPower's solution](#)

**871.**

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[MetalPower's solution](#)

**872.**

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[MetalPower's solution](#)

**873.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[MetalPower's solution](#)

**874.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[MetalPower's solution](#)

**875.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[MetalPower's solution](#)

**876.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[MetalPower's solution](#)

**877.**

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[MetalPower's solution](#)

**878.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[MetalPower's solution](#)

**879.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

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**880.**

1472G

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

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-05 · last AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[MetalPower's solution](#)

**881.**

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[MetalPower's solution](#)

**882.**

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[MetalPower's solution](#)

**883.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: data structures, math

[MetalPower's solution](#)

**884.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: data structures

[MetalPower's solution](#)

**885.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[MetalPower's solution](#)

**886.**

1250C

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

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2020-12-04 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: data structures

[MetalPower's solution](#)

**887.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[MetalPower's solution](#)

**888.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: combinatorics, math

[MetalPower's solution](#)

**889.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures

[MetalPower's solution](#)

**890.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[MetalPower's solution](#)

**891.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy,

trees

[MetalPower's solution](#)

**892.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[MetalPower's solution](#)

**893.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[MetalPower's solution](#)

**894.**

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[MetalPower's solution](#)

**895.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[MetalPower's solution](#)

**896.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[MetalPower's solution](#)

**897.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[MetalPower's solution](#)

**898.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[MetalPower's solution](#)

**899.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MetalPower's solution](#)

**900.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[MetalPower's solution](#)

**901.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[MetalPower's solution](#)

**902.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[MetalPower's solution](#)

**903.**

958B2

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

Quality: 747 global accepts · Rating: 2200 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[MetalPower's solution](#)

**904.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[MetalPower's solution](#)

**905.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[MetalPower's solution](#)

**906.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[MetalPower's solution](#)

**907.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[MetalPower's solution](#)

**908.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[MetalPower's solution](#)

**909.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[MetalPower's solution](#)

**910.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[MetalPower's solution](#)

**911.**

1776B

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

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[MetalPower's solution](#)

**912.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[MetalPower's solution](#)

**913.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[MetalPower's solution](#)

**914.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[MetalPower's solution](#)

**915.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[MetalPower's solution](#)

**916.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[MetalPower's solution](#)

**917.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[MetalPower's solution](#)

**918.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2020-11-08 · last AC: 2021-10-21 · GNU C++11 (first AC) · Tags: data structures

[MetalPower's solution](#)

**919.**

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[MetalPower's solution](#)

**920.**

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[MetalPower's solution](#)

**921.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[MetalPower's solution](#)

**922.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[MetalPower's solution](#)

**923.**

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[MetalPower's solution](#)

**924.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[MetalPower's solution](#)

**925.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[MetalPower's solution](#)

**926.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MetalPower's solution](#)

**927.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[MetalPower's solution](#)

**928.**

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[MetalPower's solution](#)

**929.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[MetalPower's solution](#)

**930.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MetalPower's solution](#)

**931.**

1238E

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

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[MetalPower's solution](#)

**932.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[MetalPower's solution](#)

**933.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[MetalPower's solution](#)

**934.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[MetalPower's solution](#)

**935.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-12-28 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[MetalPower's solution](#)

**936.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[MetalPower's solution](#)

**937.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: greedy

[MetalPower's solution](#)

**938.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[MetalPower's solution](#)

**939.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[MetalPower's solution](#)

**940.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[MetalPower's solution](#)

**941.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[MetalPower's solution](#)

**942.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[MetalPower's solution](#)

**943.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[MetalPower's solution](#)

**944.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[MetalPower's solution](#)

**945.**

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MetalPower's solution](#)

**946.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[MetalPower's solution](#)

**947.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[MetalPower's solution](#)

**948.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[MetalPower's solution](#)

**949.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[MetalPower's solution](#)

**950.**

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[MetalPower's solution](#)

**951.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[MetalPower's solution](#)

**952.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2300 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[MetalPower's solution](#)

**953.**

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[MetalPower's solution](#)

**954.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[MetalPower's solution](#)

**955.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[MetalPower's solution](#)

**956.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[MetalPower's solution](#)

**957.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[MetalPower's solution](#)

**958.**

1698E

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

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[MetalPower's solution](#)

**959.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MetalPower's solution](#)

**960.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[MetalPower's solution](#)

**961.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[MetalPower's solution](#)

**962.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings  
[MetalPower's solution](#)

**963.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math  
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**964.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[MetalPower's solution](#)

**965.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings  
[MetalPower's solution](#)

**966.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[MetalPower's solution](#)

**967.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory  
[MetalPower's solution](#)

**968.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees  
[MetalPower's solution](#)

**969.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees  
[MetalPower's solution](#)

**970.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math  
[MetalPower's solution](#)

**971.**

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[MetalPower's solution](#)

**972.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[MetalPower's solution](#)

**973.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[MetalPower's solution](#)

**974.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[MetalPower's solution](#)

**975.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[MetalPower's solution](#)

**976.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[MetalPower's solution](#)

**977.**

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[MetalPower's solution](#)

**978.**

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[MetalPower's solution](#)

**979.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[MetalPower's solution](#)

**980.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[MetalPower's solution](#)

**981.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[MetalPower's solution](#)

**982.**

774I

[Composing Of String](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 2300 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: \*special, dp

[MetalPower's solution](#)

**983.**

1255F

[Point Ordering](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: geometry, interactive

[MetalPower's solution](#)

**984.**

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MetalPower's solution](#)

**985.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**986.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[MetalPower's solution](#)

**987.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[MetalPower's solution](#)

**988.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[MetalPower's solution](#)

**989.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[MetalPower's solution](#)

**990.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[MetalPower's solution](#)

**991.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[MetalPower's solution](#)

**992.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[MetalPower's solution](#)

**993.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[MetalPower's solution](#)

**994.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[MetalPower's solution](#)

**995.**

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[MetalPower's solution](#)

**996.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[MetalPower's solution](#)

**997.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[MetalPower's solution](#)

**998.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[MetalPower's solution](#)

**999.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[MetalPower's solution](#)

**1000.**

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[MetalPower's solution](#)

**1001.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[MetalPower's solution](#)

**1002.**

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, implementation  
[MetalPower's solution](#)

### 1003.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[MetalPower's solution](#)

### 1004.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[MetalPower's solution](#)

### 1005.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[MetalPower's solution](#)

### 1006.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[MetalPower's solution](#)

### 1007.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[MetalPower's solution](#)

### 1008.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2400 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation

[MetalPower's solution](#)

### 1009.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MetalPower's solution](#)

### 1010.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[MetalPower's solution](#)

### 1011.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[MetalPower's solution](#)

### 1012.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[MetalPower's solution](#)

**1013.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[MetalPower's solution](#)**1014.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[MetalPower's solution](#)**1015.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[MetalPower's solution](#)**1016.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[MetalPower's solution](#)**1017.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[MetalPower's solution](#)**1018.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[MetalPower's solution](#)**1019.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[MetalPower's solution](#)**1020.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[MetalPower's solution](#)**1021.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[MetalPower's solution](#)**1022.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[MetalPower's solution](#)

**1023.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[MetalPower's solution](#)**1024.**

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[MetalPower's solution](#)**1025.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[MetalPower's solution](#)**1026.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[MetalPower's solution](#)**1027.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[MetalPower's solution](#)**1028.**

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MetalPower's solution](#)**1029.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[MetalPower's solution](#)**1030.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[MetalPower's solution](#)**1031.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[MetalPower's solution](#)**1032.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[MetalPower's solution](#)

**1033.**

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu  
[MetalPower's solution](#)

**1034.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[MetalPower's solution](#)

**1035.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers  
[MetalPower's solution](#)

**1036.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[MetalPower's solution](#)

**1037.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy  
[MetalPower's solution](#)

**1038.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[MetalPower's solution](#)

**1039.**

1138E

[Museums Tour](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs  
[MetalPower's solution](#)

**1040.**

437E

[The Child and Polygon](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, geometry  
[MetalPower's solution](#)

**1041.**

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees  
[MetalPower's solution](#)

**1042.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[MetalPower's solution](#)

**1043.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[MetalPower's solution](#)

**1044.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[MetalPower's solution](#)

**1045.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[MetalPower's solution](#)

**1046.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, trees

[MetalPower's solution](#)

**1047.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[MetalPower's solution](#)

**1048.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[MetalPower's solution](#)

**1049.**

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[MetalPower's solution](#)

**1050.**

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[MetalPower's solution](#)

**1051.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-20 · last AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[MetalPower's solution](#)

**1052.**

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[MetalPower's solution](#)

**1053.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation

[MetalPower's solution](#)

### 1054.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[MetalPower's solution](#)

### 1055.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MetalPower's solution](#)

### 1056.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[MetalPower's solution](#)

### 1057.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[MetalPower's solution](#)

### 1058.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

### 1059.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[MetalPower's solution](#)

### 1060.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[MetalPower's solution](#)

### 1061.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[MetalPower's solution](#)

### 1062.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[MetalPower's solution](#)

### 1063.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[MetalPower's solution](#)

**1064.**

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MetalPower's solution](#)

**1065.**

105911H

[Bingo Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1066.**

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MetalPower's solution](#)

**1067.**

105911F

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

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1068.**

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MetalPower's solution](#)

**1069.**

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1070.**

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MetalPower's solution](#)

**1071.**

105911D

[Virtuuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1072.**

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1073.**

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1074.**

105911A

[Nezha Naohaj](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1075.**

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1076.**

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1077.**

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1078.**

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1079.**

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1080.**

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1081.**

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1082.**

104821H

[Puzzle: Question Mark](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1083.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1084.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1085.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1086.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1087.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1088.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1089.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1090.**

105186C

[Renovations](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1091.**

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1092.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[MetalPower's solution](#)

**1093.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[MetalPower's solution](#)

**1094.**

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1095.**

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MetalPower's solution](#)

**1096.**

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MetalPower's solution](#)

**1097.**

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MetalPower's solution](#)

**1098.**

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MetalPower's solution](#)

**1099.**

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MetalPower's solution](#)

**1100.**

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MetalPower's solution](#)

**1101.**

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1102.**

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1103.**

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1104.**

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MetalPower's solution](#)

**1105.**

102893J

[Straight](#) · [Tutorial](#)

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**1114.**

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**1116.**

103470M

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**1127.**

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