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Unique solved — MonkeyKing

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

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

Filters: none

Count: 1,014

1.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[MonkeyKing's solution](#)

2.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,875 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[MonkeyKing's solution](#)

3.

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,178 global accepts · Rating: 800 · first AC: 2025-01-19 · PyPy 3 (first AC) · Tags: greedy

[MonkeyKing's solution](#)

4.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,851 global accepts · Rating: 800 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MonkeyKing's solution](#)

5.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,368 global accepts · Rating: 800 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MonkeyKing's solution](#)

6.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MonkeyKing's solution](#)

7.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[MonkeyKing's solution](#)

8.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MonkeyKing's solution](#)

9.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,348 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[MonkeyKing's solution](#)

10.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MonkeyKing's solution](#)

11.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[MonkeyKing's solution](#)

12.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MonkeyKing's solution](#)

13.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MonkeyKing's solution](#)

14.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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15.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[MonkeyKing's solution](#)

16.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[MonkeyKing's solution](#)

17.

1773F

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Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MonkeyKing's solution](#)

18.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[MonkeyKing's solution](#)

19.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[MonkeyKing's solution](#)

20.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[MonkeyKing's solution](#)

21.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings

[MonkeyKing's solution](#)

22.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

23.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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24.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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25.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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26.

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

[MonkeyKing's solution](#)

27.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[MonkeyKing's solution](#)

28.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MonkeyKing's solution](#)

29.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,124 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MonkeyKing's solution](#)

30.

1519B

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

Quality: 33,398 global accepts · Rating: 800 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: dp, math

[MonkeyKing's solution](#)

31.

1519A

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

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: math

[MonkeyKing's solution](#)

- 32.**
1517A
[Sum of 2050](#) · [Tutorial](#)
Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: greedy, math
[MonkeyKing's solution](#)
- 33.**
1491A
[K-th Largest Value](#) · [Tutorial](#)
Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[MonkeyKing's solution](#)
- 34.**
1450A
[Avoid Trygub](#) · [Tutorial](#)
Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[MonkeyKing's solution](#)
- 35.**
1431A
[Selling Hamburgers](#) · [Tutorial](#)
Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special
[MonkeyKing's solution](#)
- 36.**
1408A
[Circle Coloring](#) · [Tutorial](#)
Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms
[MonkeyKing's solution](#)
- 37.**
976A
[Minimum Binary Number](#) · [Tutorial](#)
Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · last AC: 2020-09-29 · GNU C++ (first AC) · Tags: implementation
[MonkeyKing's solution](#)
- 38.**
1392B
[Omkar and Infinity Clock](#) · [Tutorial](#)
Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: implementation, math
[MonkeyKing's solution](#)
- 39.**
1392A
[Omkar and Password](#) · [Tutorial](#)
Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math
[MonkeyKing's solution](#)
- 40.**
1368A
[C+=](#) · [Tutorial](#)
Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[MonkeyKing's solution](#)
- 41.**
1352A
[Sum of Round Numbers](#) · [Tutorial](#)
Quality: 104,119 global accepts · Rating: 800 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation, math
[MonkeyKing's solution](#)
- 42.**
1304A
[Two Rabbits](#) · [Tutorial](#)
Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math
[MonkeyKing's solution](#)

43.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings
[MonkeyKing's solution](#)

44.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: games, greedy, math
[MonkeyKing's solution](#)

45.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[MonkeyKing's solution](#)

46.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[MonkeyKing's solution](#)

47.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy
[MonkeyKing's solution](#)

48.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[MonkeyKing's solution](#)

49.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation
[MonkeyKing's solution](#)

50.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy
[MonkeyKing's solution](#)

51.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[MonkeyKing's solution](#)

52.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: implementation
[MonkeyKing's solution](#)

53.

1097A

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

Quality: 43,806 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[MonkeyKing's solution](#)

54.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[MonkeyKing's solution](#)

55.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation

[MonkeyKing's solution](#)

56.

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: math

[MonkeyKing's solution](#)

57.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[MonkeyKing's solution](#)

58.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

59.

1013A

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

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

[MonkeyKing's solution](#)

60.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MonkeyKing's solution](#)

61.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: implementation, math

[MonkeyKing's solution](#)

62.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[MonkeyKing's solution](#)

63.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++ (first AC) · Tags: graphs

[MonkeyKing's solution](#)

64.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: constructive algorithms

[MonkeyKing's solution](#)

65.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[MonkeyKing's solution](#)

66.

918A

[Eleven](#) · [Tutorial](#)

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[MonkeyKing's solution](#)

67.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

68.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation

[MonkeyKing's solution](#)

69.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, implementation

[MonkeyKing's solution](#)

70.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[MonkeyKing's solution](#)

71.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

72.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[MonkeyKing's solution](#)

73.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

74.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[MonkeyKing's solution](#)

75.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,089 global accepts · Rating: 900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation, interactive

[MonkeyKing's solution](#)

76.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,984 global accepts · Rating: 900 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[MonkeyKing's solution](#)

77.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,677 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games
[MonkeyKing's solution](#)

78.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math
[MonkeyKing's solution](#)

79.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: implementation
[MonkeyKing's solution](#)

80.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[MonkeyKing's solution](#)

81.

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math
[MonkeyKing's solution](#)

82.

1166A

[Silent Classroom](#) · [Tutorial](#)

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

83.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math
[MonkeyKing's solution](#)

84.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: geometry, math
[MonkeyKing's solution](#)

85.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: implementation, sortings
[MonkeyKing's solution](#)

86.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: greedy, implementation, math
[MonkeyKing's solution](#)

87.

1011A

[Stages](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

88.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[MonkeyKing's solution](#)

89.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

90.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: implementation, strings

[MonkeyKing's solution](#)

91.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · GNU C++ (first AC) · Tags: brute force, implementation, math

[MonkeyKing's solution](#)

92.

915A

[Garden](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

93.

913A

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

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

[MonkeyKing's solution](#)

94.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2017-10-27 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

95.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: math

[MonkeyKing's solution](#)

96.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MonkeyKing's solution](#)

97.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[MonkeyKing's solution](#)

98.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MonkeyKing's solution](#)

99.

1782B

[Going to the Cinema · Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[MonkeyKing's solution](#)

100.

1770B

[Koxia and Permutation · Tutorial](#)

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MonkeyKing's solution](#)

101.

1770A

[Koxia and Whiteboards · Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[MonkeyKing's solution](#)

102.

1704B

[Luke is a Foodie · Tutorial](#)

Quality: 29,918 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[MonkeyKing's solution](#)

103.

1515B

[Phoenix and Puzzle · Tutorial](#)

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[MonkeyKing's solution](#)

104.

1450B

[Balls of Steel · Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[MonkeyKing's solution](#)

105.

1418A

[Buying Torches · Tutorial](#)

Quality: 33,849 global accepts · Rating: 1000 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: math

[MonkeyKing's solution](#)

106.

1373A

[Donut Shops · Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MonkeyKing's solution](#)

107.

1326A

[Bad Ugly Numbers · Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[MonkeyKing's solution](#)

108.

1237A

[Balanced Rating Changes · Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[MonkeyKing's solution](#)

109.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[MonkeyKing's solution](#)

110.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[MonkeyKing's solution](#)

111.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[MonkeyKing's solution](#)

112.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[MonkeyKing's solution](#)

113.

1101A

[Minimum Integer](#) · [Tutorial](#)

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

114.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation
[MonkeyKing's solution](#)

115.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math
[MonkeyKing's solution](#)

116.

1027A

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

Quality: 18,802 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: implementation, strings
[MonkeyKing's solution](#)

117.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: math
[MonkeyKing's solution](#)

118.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs
[MonkeyKing's solution](#)

119.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++ (first AC) · Tags: math
[MonkeyKing's solution](#)

120.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: greedy, sortings

[MonkeyKing's solution](#)

121.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: math, sortings

[MonkeyKing's solution](#)

122.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-20 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

123.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

124.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: implementation, sortings

[MonkeyKing's solution](#)

125.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[MonkeyKing's solution](#)

126.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[MonkeyKing's solution](#)

127.

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[MonkeyKing's solution](#)

128.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[MonkeyKing's solution](#)

129.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[MonkeyKing's solution](#)

130.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MonkeyKing's solution](#)

131.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[MonkeyKing's solution](#)

132.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[MonkeyKing's solution](#)

133.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[MonkeyKing's solution](#)

134.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[MonkeyKing's solution](#)

135.

1166B

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

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

136.

1119A

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

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

137.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[MonkeyKing's solution](#)

138.

1105A

[Salem and Sticks](#) · [Tutorial](#)

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

139.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[MonkeyKing's solution](#)

140.

1058B

[Vasya and Cornfield](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry
[MonkeyKing's solution](#)

141.

985A

[Chess Placing](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

142.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

143.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: greedy, implementation

[MonkeyKing's solution](#)

144.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[MonkeyKing's solution](#)

145.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,670 global accepts · Rating: 1100 · first AC: 2017-11-11 · GNU C++ (first AC) · Tags: implementation, sortings

[MonkeyKing's solution](#)

146.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2017-10-22 · GNU C++ (first AC) · Tags: greedy, implementation

[MonkeyKing's solution](#)

147.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[MonkeyKing's solution](#)

148.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[MonkeyKing's solution](#)

149.

1656C

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

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

[MonkeyKing's solution](#)

150.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[MonkeyKing's solution](#)

151.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[MonkeyKing's solution](#)

152.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[MonkeyKing's solution](#)

153.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MonkeyKing's solution](#)

154.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

155.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[MonkeyKing's solution](#)

156.

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

[MonkeyKing's solution](#)

157.

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

[MonkeyKing's solution](#)

158.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

159.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,770 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math

[MonkeyKing's solution](#)

160.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms

[MonkeyKing's solution](#)

161.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MonkeyKing's solution](#)

162.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[MonkeyKing's solution](#)

163.

1200B

[Block Adventure](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

164.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[MonkeyKing's solution](#)

165.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[MonkeyKing's solution](#)

166.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MonkeyKing's solution](#)

167.

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[MonkeyKing's solution](#)

168.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: implementation, math

[MonkeyKing's solution](#)

169.

1064B

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

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: math

[MonkeyKing's solution](#)

170.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: implementation, math

[MonkeyKing's solution](#)

171.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: greedy

[MonkeyKing's solution](#)

172.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: implementation, math

[MonkeyKing's solution](#)

173.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: greedy

[MonkeyKing's solution](#)

174.

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[MonkeyKing's solution](#)

175.

985B

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

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

[MonkeyKing's solution](#)

176.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: data structures, dp, implementation, two pointers

[MonkeyKing's solution](#)

177.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-05 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[MonkeyKing's solution](#)

178.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[MonkeyKing's solution](#)

179.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[MonkeyKing's solution](#)

180.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: greedy, sortings

[MonkeyKing's solution](#)

181.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2018-01-19 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[MonkeyKing's solution](#)

182.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-09 · GNU C++ (first AC) · Tags: implementation, trees

[MonkeyKing's solution](#)

183.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-30 · GNU C++ (first AC) · Tags: brute force, implementation

[MonkeyKing's solution](#)

184.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-17 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

185.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-28 · GNU C++ (first AC) · Tags: data structures, implementation

[MonkeyKing's solution](#)

186.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2017-10-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[MonkeyKing's solution](#)

187.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math

[MonkeyKing's solution](#)

188.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

189.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[MonkeyKing's solution](#)

190.

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

[MonkeyKing's solution](#)

191.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[MonkeyKing's solution](#)

192.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MonkeyKing's solution](#)

193.

1558A

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

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

[MonkeyKing's solution](#)

194.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · last AC: 2020-09-29 · GNU C++ (first AC) · Tags: implementation, math

[MonkeyKing's solution](#)

195.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[MonkeyKing's solution](#)

196.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[MonkeyKing's solution](#)

197.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[MonkeyKing's solution](#)

198.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[MonkeyKing's solution](#)

199.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,873 global accepts · Rating: 1300 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[MonkeyKing's solution](#)

200.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[MonkeyKing's solution](#)

201.

1178C

[Tiles](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

202.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[MonkeyKing's solution](#)

203.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[MonkeyKing's solution](#)

204.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[MonkeyKing's solution](#)

205.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[MonkeyKing's solution](#)

206.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[MonkeyKing's solution](#)

207.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[MonkeyKing's solution](#)

208.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[MonkeyKing's solution](#)

209.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: brute force, implementation

[MonkeyKing's solution](#)

210.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: combinatorics, math

[MonkeyKing's solution](#)

211.

932B

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

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

[MonkeyKing's solution](#)

212.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: implementation

[MonkeyKing's solution](#)

213.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: brute force, implementation

[MonkeyKing's solution](#)

214.

915B

[Browser](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

215.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-06 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, number theory

[MonkeyKing's solution](#)

216.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: brute force, implementation

[MonkeyKing's solution](#)

217.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[MonkeyKing's solution](#)

218.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2017-12-17 · last AC: 2017-12-17 · GNU C++ (first AC) · Tags: expression parsing, implementation, sortings, strings

[MonkeyKing's solution](#)

219.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: brute force

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220.

189A

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221.

611B

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222.

665C

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223.

730H

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224.

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225.

876B

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226.

41C

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227.

185A

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1919C

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229.

1909C

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230.

1866B

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231.

1824A

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232.

1773E

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233.

1750C

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234.

1684C

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235.

1648A

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236.

1628A

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237.

1548A

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238.

1515C

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239.

1519C

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240.

1517C

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241.

1505C

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242.

1452B

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[MonkeyKing's solution](#)

243.

1463B

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244.

1431B

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245.

1408B

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246.

492C

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[MonkeyKing's solution](#)

247.

1375C

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248.

803A

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[MonkeyKing's solution](#)

249.

797B

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[MonkeyKing's solution](#)

250.

808C

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251.

1292A

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252.

1284B

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253.

1270C

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[MonkeyKing's solution](#)

254.

1228B

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[MonkeyKing's solution](#)

255.

1215B

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256.

1190A

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515C

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258.

1156A

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259.

1110B

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260.

1097C

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261.

1009B

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262.

961C

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[MonkeyKing's solution](#)

263.

940B

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264.

277A

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265.

907B

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266.

60B

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267.

838A

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268.

1817A

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[MonkeyKing's solution](#)

269.

1804C

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270.

1630A

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271.

1621B

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272.

1616C

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273.

1545A

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274.

1515D

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275.

1492C

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276.

521A

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277.

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278.

1408C

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279.

976C

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280.

1418C

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281.

1404A

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282.

88B

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283.

1368C

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284.

1368B

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285.

1352F

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286.

1352E

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287.

1304C

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288.

1215C

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289.

1178D

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290.

1186D

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291.

1119C

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292.

212E

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293.

1114B

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294.

1110C

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

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295.

357C

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296.

1105C

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297.

1101E

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[MonkeyKing's solution](#)

298.

1101C

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299.

356A

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300.

1011C

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

[MonkeyKing's solution](#)

301.

273A

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Rating: 1500 · first AC: 2018-06-16 · GNU C++ (first AC) · Tags: —

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302.

91B

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303.

985C

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304.

103B

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305.

931D

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Rating: 1500 · first AC: 2018-03-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[MonkeyKing's solution](#)

306.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings

[MonkeyKing's solution](#)

307.

908C

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Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[MonkeyKing's solution](#)

308.

128A

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Quality: 3,509 global accepts · Rating: 1500 · first AC: 2017-11-19 · last AC: 2017-11-19 · GNU C++11 (first AC) · Tags: dfs and similar

[MonkeyKing's solution](#)

309.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-19 · GNU C++ (first AC) · Tags: greedy

[MonkeyKing's solution](#)

310.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2017-11-11 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths

[MonkeyKing's solution](#)

311.

550C

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Quality: 32,138 global accepts · Rating: 1500 · first AC: 2017-11-09 · GNU C++ (first AC) · Tags: brute force, dp, math

[MonkeyKing's solution](#)

312.

876D

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Rating: 1500 · first AC: 2017-10-17 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[MonkeyKing's solution](#)

313.

250B

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Quality: 2,240 global accepts · Rating: 1500 · first AC: 2017-10-02 · GNU C++ (first AC) · Tags: implementation, strings

[MonkeyKing's solution](#)

314.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

[MonkeyKing's solution](#)

315.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: —

[MonkeyKing's solution](#)

316.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[MonkeyKing's solution](#)

317.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,207 global accepts · Rating: 1500 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: dfs and similar

[MonkeyKing's solution](#)

318.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2017-08-06 · last AC: 2017-08-25 · GNU C++ (first AC) · Tags: dfs and similar

[MonkeyKing's solution](#)

319.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2017-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[MonkeyKing's solution](#)

320.

1801A

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Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[MonkeyKing's solution](#)

321.

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

[MonkeyKing's solution](#)

322.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[MonkeyKing's solution](#)

323.

1779C

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Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[MonkeyKing's solution](#)

324.

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

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325.

1610C

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Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[MonkeyKing's solution](#)

326.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[MonkeyKing's solution](#)

327.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[MonkeyKing's solution](#)

328.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[MonkeyKing's solution](#)

329.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[MonkeyKing's solution](#)

330.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation, number theory

[MonkeyKing's solution](#)

331.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[MonkeyKing's solution](#)

332.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MonkeyKing's solution](#)

333.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MonkeyKing's solution](#)

334.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[MonkeyKing's solution](#)

335.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: math, number theory

[MonkeyKing's solution](#)

336.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[MonkeyKing's solution](#)

337.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, math, number theory, two pointers

[MonkeyKing's solution](#)

338.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[MonkeyKing's solution](#)

339.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: data structures, implementation

[MonkeyKing's solution](#)

340.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[MonkeyKing's solution](#)

341.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[MonkeyKing's solution](#)

342.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[MonkeyKing's solution](#)

343.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[MonkeyKing's solution](#)

344.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: sortings, two pointers

[MonkeyKing's solution](#)

345.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[MonkeyKing's solution](#)

346.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[MonkeyKing's solution](#)

347.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[MonkeyKing's solution](#)

348.

1148B

[Born This Way](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

349.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[MonkeyKing's solution](#)

350.

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[MonkeyKing's solution](#)

351.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[MonkeyKing's solution](#)

352.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy

[MonkeyKing's solution](#)

353.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

354.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[MonkeyKing's solution](#)

355.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: brute force, greedy, number theory
[MonkeyKing's solution](#)

356.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: greedy
[MonkeyKing's solution](#)

357.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[MonkeyKing's solution](#)

358.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: binary search, implementation
[MonkeyKing's solution](#)

359.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-23 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[MonkeyKing's solution](#)

360.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++ (first AC) · Tags: binary search, two pointers
[MonkeyKing's solution](#)

361.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[MonkeyKing's solution](#)

362.

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths
[MonkeyKing's solution](#)

363.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy
[MonkeyKing's solution](#)

364.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: bitmasks, implementation, strings
[MonkeyKing's solution](#)

365.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: greedy, implementation
[MonkeyKing's solution](#)

366.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2017-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[MonkeyKing's solution](#)

367.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2017-11-03 · GNU C++ (first AC) · Tags: implementation
[MonkeyKing's solution](#)

368.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2017-10-28 · last AC: 2017-10-28 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[MonkeyKing's solution](#)

369.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2017-10-22 · last AC: 2017-10-22 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar
[MonkeyKing's solution](#)

370.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: implementation, strings
[MonkeyKing's solution](#)

371.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: binary search, math, sortings
[MonkeyKing's solution](#)

372.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2017-08-02 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs
[MonkeyKing's solution](#)

373.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2017-07-18 · GNU C++ (first AC) · Tags: graphs, shortest paths
[MonkeyKing's solution](#)

374.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[MonkeyKing's solution](#)

375.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[MonkeyKing's solution](#)

376.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[MonkeyKing's solution](#)

377.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[MonkeyKing's solution](#)

378.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[MonkeyKing's solution](#)

379.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[MonkeyKing's solution](#)

380.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[MonkeyKing's solution](#)

381.

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

[MonkeyKing's solution](#)

382.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MonkeyKing's solution](#)

383.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[MonkeyKing's solution](#)

384.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[MonkeyKing's solution](#)

385.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[MonkeyKing's solution](#)

386.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[MonkeyKing's solution](#)

387.

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

[MonkeyKing's solution](#)

388.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[MonkeyKing's solution](#)

389.

1383A

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

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

[MonkeyKing's solution](#)

390.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[MonkeyKing's solution](#)

391.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: binary search, math

[MonkeyKing's solution](#)

392.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[MonkeyKing's solution](#)

393.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[MonkeyKing's solution](#)

394.

1267E

[Elections](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

395.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[MonkeyKing's solution](#)

396.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · last AC: 2019-11-04 · GNU C++ (first AC) · Tags: dp, greedy

[MonkeyKing's solution](#)

397.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[MonkeyKing's solution](#)

398.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[MonkeyKing's solution](#)

399.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[MonkeyKing's solution](#)

400.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math

[MonkeyKing's solution](#)

401.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dp

[MonkeyKing's solution](#)

402.

1148C

[Crazy Diamond](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

403.

719C

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

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

[MonkeyKing's solution](#)

404.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings

[MonkeyKing's solution](#)

405.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[MonkeyKing's solution](#)

406.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[MonkeyKing's solution](#)

407.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[MonkeyKing's solution](#)

408.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2017-11-10 · last AC: 2018-11-03 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[MonkeyKing's solution](#)

409.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[MonkeyKing's solution](#)

410.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[MonkeyKing's solution](#)

411.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[MonkeyKing's solution](#)

412.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-12 · last AC: 2018-08-12 · GNU C++ (first AC) · Tags: greedy

[MonkeyKing's solution](#)

413.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-22 · GNU C++ (first AC) · Tags: greedy, math

[MonkeyKing's solution](#)

414.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2018-07-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[MonkeyKing's solution](#)

415.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2018-03-29 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[MonkeyKing's solution](#)

416.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-05 · GNU C++ (first AC) · Tags: implementation, math

[MonkeyKing's solution](#)

417.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: dp

[MonkeyKing's solution](#)

418.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2018-01-28 · last AC: 2018-01-28 · GNU C++ (first AC) · Tags: math, number theory

[MonkeyKing's solution](#)

419.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2018-01-07 · GNU C++ (first AC) · Tags: binary search, data structures, greedy
[MonkeyKing's solution](#)

420.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: dp
[MonkeyKing's solution](#)

421.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2017-12-03 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[MonkeyKing's solution](#)

422.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-03 · GNU C++ (first AC) · Tags: binary search, dfs and similar
[MonkeyKing's solution](#)

423.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: binary search, combinatorics, math
[MonkeyKing's solution](#)

424.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2017-11-04 · GNU C++ (first AC) · Tags: dp
[MonkeyKing's solution](#)

425.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,476 global accepts · Rating: 1700 · first AC: 2017-11-04 · GNU C++ (first AC) · Tags: dp
[MonkeyKing's solution](#)

426.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2017-10-29 · GNU C++ (first AC) · Tags: implementation, strings
[MonkeyKing's solution](#)

427.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings
[MonkeyKing's solution](#)

428.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2017-07-27 · GNU C++ (first AC) · Tags: greedy, strings
[MonkeyKing's solution](#)

429.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
[MonkeyKing's solution](#)

430.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[MonkeyKing's solution](#)

431.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[MonkeyKing's solution](#)

432.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[MonkeyKing's solution](#)

433.

1750D

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Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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434.

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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435.

1630B

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436.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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437.

1556D

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Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MonkeyKing's solution](#)

438.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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439.

846F

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Quality: 2,657 global accepts · Rating: 1800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

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440.

1517D

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Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

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441.

1505E

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, greedy, implementation, shortest paths

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442.

1491D

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Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[MonkeyKing's solution](#)

443.

1477A

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444.

1466E

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[MonkeyKing's solution](#)

445.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MonkeyKing's solution](#)

446.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[MonkeyKing's solution](#)

447.

1396B

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Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[MonkeyKing's solution](#)

448.

1108E1

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

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[MonkeyKing's solution](#)

449.

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

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450.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: data structures, implementation

[MonkeyKing's solution](#)

451.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[MonkeyKing's solution](#)

452.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[MonkeyKing's solution](#)

453.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[MonkeyKing's solution](#)

454.

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[MonkeyKing's solution](#)

455.

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MonkeyKing's solution](#)

456.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[MonkeyKing's solution](#)

457.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

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[MonkeyKing's solution](#)

458.

822D

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Quality: 3,283 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[MonkeyKing's solution](#)

459.

73C

[LionAge II](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

460.

168D

[Wizards and Huge Prize](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[MonkeyKing's solution](#)

461.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MonkeyKing's solution](#)

462.

1186C

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463.

1148D

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

[MonkeyKing's solution](#)

464.

1177B

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Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

[MonkeyKing's solution](#)

465.

1156B

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[MonkeyKing's solution](#)

466.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[MonkeyKing's solution](#)

467.

133E

[Logo Turtle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: dp, implementation

[MonkeyKing's solution](#)

468.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: dp

[MonkeyKing's solution](#)

469.

1082D

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[MonkeyKing's solution](#)

470.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2018-11-03 · last AC: 2018-11-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[MonkeyKing's solution](#)

471.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: implementation, strings

[MonkeyKing's solution](#)

472.

7C

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Quality: 5,480 global accepts · Rating: 1800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: math, number theory

[MonkeyKing's solution](#)

473.

1058D

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Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[MonkeyKing's solution](#)

474.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: number theory

[MonkeyKing's solution](#)

475.

1016D

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Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, flows, math

[MonkeyKing's solution](#)

476.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, interactive

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477.

612D

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Quality: 4,362 global accepts · Rating: 1800 · first AC: 2018-07-21 · GNU C++ (first AC) · Tags: greedy, sortings

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478.

161D

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479.

274B

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Quality: 5,571 global accepts · Rating: 1800 · first AC: 2018-02-05 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[MonkeyKing's solution](#)

480.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, math

[MonkeyKing's solution](#)

481.

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-27 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[MonkeyKing's solution](#)

482.

200D

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Quality: 1,054 global accepts · Rating: 1800 · first AC: 2018-01-05 · GNU C++ (first AC) · Tags: binary search, brute force, expression parsing, implementation

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483.

3C

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Quality: 8,280 global accepts · Rating: 1800 · first AC: 2017-07-18 · GNU C++ (first AC) · Tags: brute force, games, implementation

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484.

2180C

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Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

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485.

607B

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486.

1801C

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Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[MonkeyKing's solution](#)

487.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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488.

1866C

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489.

1817B

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Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

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490.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[MonkeyKing's solution](#)

491.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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492.

1773K

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493.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

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494.

1704D

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495.

1656D

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496.

1648C

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497.

1183H

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[MonkeyKing's solution](#)

498.

1558B

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499.

1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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500.

1495B

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501.

1492D

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502.

1479B1

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503.

1463D

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Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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504.

1434A

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505.

1423B

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Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · last AC: 2020-10-06 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, graphs

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506.

1404B

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Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

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507.

190D

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Quality: 2,661 global accepts · Rating: 1900 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: two pointers

[MonkeyKing's solution](#)

508.

1383B

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509.

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

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510.

20C

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511.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: binary search, greedy

[MonkeyKing's solution](#)

512.

803C

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Quality: 5,818 global accepts · Rating: 1900 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[MonkeyKing's solution](#)

513.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[MonkeyKing's solution](#)

514.

817D

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Quality: 6,289 global accepts · Rating: 1900 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings
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515.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[MonkeyKing's solution](#)

516.

1228D

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Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · last AC: 2019-09-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation
[MonkeyKing's solution](#)

517.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[MonkeyKing's solution](#)

518.

1200D

[White Lines](#) · [Tutorial](#)

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

519.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
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520.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
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521.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search
[MonkeyKing's solution](#)

522.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp

[MonkeyKing's solution](#)

523.

1105D

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

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[MonkeyKing's solution](#)

524.

191C

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Quality: 9,223 global accepts · Rating: 1900 · first AC: 2018-03-31 · last AC: 2018-11-09 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[MonkeyKing's solution](#)

525.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[MonkeyKing's solution](#)

526.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2018-05-19 · GNU C++ (first AC) · Tags: dp

[MonkeyKing's solution](#)

527.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: data structures, trees

[MonkeyKing's solution](#)

528.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2018-03-17 · GNU C++ (first AC) · Tags: dp, strings

[MonkeyKing's solution](#)

529.

5C

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Quality: 18,068 global accepts · Rating: 1900 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[MonkeyKing's solution](#)

530.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2017-12-31 · GNU C++ (first AC) · Tags: implementation, strings

[MonkeyKing's solution](#)

531.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2017-12-31 · GNU C++ (first AC) · Tags: implementation, strings

[MonkeyKing's solution](#)

532.

448C

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Quality: 10,791 global accepts · Rating: 1900 · first AC: 2017-09-20 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy

[MonkeyKing's solution](#)

533.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[MonkeyKing's solution](#)

534.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2017-08-02 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[MonkeyKing's solution](#)

535.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[MonkeyKing's solution](#)

536.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-29 · last AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[MonkeyKing's solution](#)

537.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[MonkeyKing's solution](#)

538.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[MonkeyKing's solution](#)

539.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[MonkeyKing's solution](#)

540.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[MonkeyKing's solution](#)

541.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[MonkeyKing's solution](#)

542.

1641B

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Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[MonkeyKing's solution](#)

543.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[MonkeyKing's solution](#)

544.

1599C

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Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[MonkeyKing's solution](#)

545.

1157F

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Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[MonkeyKing's solution](#)

546.

1558C

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Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[MonkeyKing's solution](#)

547.

1514D

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Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[MonkeyKing's solution](#)

548.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MonkeyKing's solution](#)

549.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[MonkeyKing's solution](#)

550.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[MonkeyKing's solution](#)

551.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[MonkeyKing's solution](#)

552.

401D

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Quality: 4,571 global accepts · Rating: 2000 · first AC: 2018-05-05 · last AC: 2020-07-31 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[MonkeyKing's solution](#)

553.

877E

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Quality: 5,497 global accepts · Rating: 2000 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[MonkeyKing's solution](#)

554.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[MonkeyKing's solution](#)

555.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2018-05-01 · last AC: 2020-03-06 · GNU C++ (first AC) · Tags: dp, graphs

[MonkeyKing's solution](#)

556.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[MonkeyKing's solution](#)

557.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · last AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[MonkeyKing's solution](#)

558.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[MonkeyKing's solution](#)

559.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[MonkeyKing's solution](#)

560.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[MonkeyKing's solution](#)

561.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · last AC: 2019-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[MonkeyKing's solution](#)

562.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: dp

[MonkeyKing's solution](#)

563.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[MonkeyKing's solution](#)

564.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[MonkeyKing's solution](#)

565.

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[MonkeyKing's solution](#)

566.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,873 global accepts · Rating: 2000 · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: geometry

[MonkeyKing's solution](#)

567.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2018-03-01 · last AC: 2018-03-01 · GNU C++ (first AC) · Tags: dp, math

[MonkeyKing's solution](#)

568.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[MonkeyKing's solution](#)

569.

462D

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

Rating: 2000 · first AC: 2018-02-05 · GNU C++ (first AC) · Tags: dp, graphs

[MonkeyKing's solution](#)

570.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2018-01-07 · last AC: 2018-01-07 · GNU C++ (first AC) · Tags: dfs and similar

[MonkeyKing's solution](#)

571.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2018-01-04 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, strings

[MonkeyKing's solution](#)

572.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2017-12-26 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[MonkeyKing's solution](#)

573.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2017-11-30 · GNU C++ (first AC) · Tags: graphs, shortest paths

[MonkeyKing's solution](#)

574.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2017-11-26 · last AC: 2017-11-26 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[MonkeyKing's solution](#)

575.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2017-11-25 · last AC: 2017-11-25 · GNU C++ (first AC) · Tags: brute force

[MonkeyKing's solution](#)

576.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[MonkeyKing's solution](#)

577.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[MonkeyKing's solution](#)

578.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[MonkeyKing's solution](#)

579.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[MonkeyKing's solution](#)

580.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[MonkeyKing's solution](#)

581.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[MonkeyKing's solution](#)

582.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MonkeyKing's solution](#)

583.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[MonkeyKing's solution](#)

584.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[MonkeyKing's solution](#)

585.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[MonkeyKing's solution](#)

586.

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

[MonkeyKing's solution](#)

587.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[MonkeyKing's solution](#)

588.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[MonkeyKing's solution](#)

589.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[MonkeyKing's solution](#)

590.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[MonkeyKing's solution](#)

591.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

592.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy

[MonkeyKing's solution](#)

593.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: dp, geometry

[MonkeyKing's solution](#)

594.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2100 · first AC: 2020-10-25 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[MonkeyKing's solution](#)

595.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2020-10-23 · last AC: 2020-10-24 · GNU C++11 (first AC) · Tags: greedy, two pointers

[MonkeyKing's solution](#)

596.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[MonkeyKing's solution](#)

597.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: data structures, implementation

[MonkeyKing's solution](#)

598.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MonkeyKing's solution](#)

599.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[MonkeyKing's solution](#)

600.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[MonkeyKing's solution](#)

601.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[MonkeyKing's solution](#)

602.

499E

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

Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

603.

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: flows, graphs, math

[MonkeyKing's solution](#)

604.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: combinatorics, math

[MonkeyKing's solution](#)

605.

309B

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

Quality: 818 global accepts · Rating: 2100 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dp, two pointers

[MonkeyKing's solution](#)

606.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[MonkeyKing's solution](#)

607.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2017-12-03 · last AC: 2019-03-02 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[MonkeyKing's solution](#)

608.

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2019-02-14 · GNU C++11 (first AC) · Tags: dp, graphs

[MonkeyKing's solution](#)

609.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, strings

[MonkeyKing's solution](#)

610.

1077F2

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: data structures, dp

[MonkeyKing's solution](#)

611.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2018-06-09 · GNU C++ (first AC) · Tags: data structures, math, number theory

[MonkeyKing's solution](#)

612.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · last AC: 2018-06-02 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[MonkeyKing's solution](#)

613.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2025-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[MonkeyKing's solution](#)

614.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-27 · last AC: 2024-11-09 · GNU C++11 (first AC) · Tags: data structures, divide

and conquer, dp, greedy
[MonkeyKing's solution](#)

615.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[MonkeyKing's solution](#)

616.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[MonkeyKing's solution](#)

617.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2018-05-01 · last AC: 2024-07-07 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[MonkeyKing's solution](#)

618.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[MonkeyKing's solution](#)

619.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[MonkeyKing's solution](#)

620.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[MonkeyKing's solution](#)

621.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[MonkeyKing's solution](#)

622.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[MonkeyKing's solution](#)

623.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[MonkeyKing's solution](#)

624.

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

[MonkeyKing's solution](#)

625.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[MonkeyKing's solution](#)

626.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[MonkeyKing's solution](#)

627.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MonkeyKing's solution](#)

628.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[MonkeyKing's solution](#)

629.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, math

[MonkeyKing's solution](#)

630.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2200 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[MonkeyKing's solution](#)

631.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[MonkeyKing's solution](#)

632.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[MonkeyKing's solution](#)

633.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[MonkeyKing's solution](#)

634.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2019-07-15 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp

[MonkeyKing's solution](#)

635.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2020-11-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[MonkeyKing's solution](#)

636.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: data structures

[MonkeyKing's solution](#)

637.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2018-10-27 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

[MonkeyKing's solution](#)

638.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: dp, trees

[MonkeyKing's solution](#)

639.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[MonkeyKing's solution](#)

640.

332C

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[MonkeyKing's solution](#)

641.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2020-07-22 · last AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[MonkeyKing's solution](#)

642.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[MonkeyKing's solution](#)

643.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[MonkeyKing's solution](#)

644.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

[MonkeyKing's solution](#)

645.

1261C

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

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[MonkeyKing's solution](#)

646.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[MonkeyKing's solution](#)

647.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, dp

[MonkeyKing's solution](#)

648.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[MonkeyKing's solution](#)

649.

645E

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

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[MonkeyKing's solution](#)

650.

1110D

[Jongmah](#) · [Tutorial](#)

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

[MonkeyKing's solution](#)

651.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[MonkeyKing's solution](#)

652.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[MonkeyKing's solution](#)

653.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: dp

[MonkeyKing's solution](#)

654.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2018-08-10 · GNU C++ (first AC) · Tags: brute force, implementation

[MonkeyKing's solution](#)

655.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2018-02-10 · last AC: 2018-02-11 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings

[MonkeyKing's solution](#)

656.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2017-07-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[MonkeyKing's solution](#)

657.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[MonkeyKing's solution](#)

658.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · last AC: 2025-11-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[MonkeyKing's solution](#)

659.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[MonkeyKing's solution](#)

660.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[MonkeyKing's solution](#)

661.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[MonkeyKing's solution](#)

662.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[MonkeyKing's solution](#)

663.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[MonkeyKing's solution](#)

664.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[MonkeyKing's solution](#)

665.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, interactive, math

[MonkeyKing's solution](#)

666.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[MonkeyKing's solution](#)

667.

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[MonkeyKing's solution](#)

668.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[MonkeyKing's solution](#)

669.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[MonkeyKing's solution](#)

670.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[MonkeyKing's solution](#)

671.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[MonkeyKing's solution](#)

672.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2020-12-30 · last AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[MonkeyKing's solution](#)

673.

660E

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

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MonkeyKing's solution](#)

674.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[MonkeyKing's solution](#)

675.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2020-12-16 · GNU C++11 (first AC) · Tags: data structures

[MonkeyKing's solution](#)

676.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[MonkeyKing's solution](#)

677.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[MonkeyKing's solution](#)

678.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: dp, trees
[MonkeyKing's solution](#)

679.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[MonkeyKing's solution](#)

680.

1404C

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

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

681.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[MonkeyKing's solution](#)

682.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[MonkeyKing's solution](#)

683.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2020-03-03 · last AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search
[MonkeyKing's solution](#)

684.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: dp, strings
[MonkeyKing's solution](#)

685.

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dp
[MonkeyKing's solution](#)

686.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[MonkeyKing's solution](#)

687.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: flows

[MonkeyKing's solution](#)

688.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[MonkeyKing's solution](#)

689.

628E

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

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[MonkeyKing's solution](#)

690.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[MonkeyKing's solution](#)

691.

168E

[Wizards and Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: games, math

[MonkeyKing's solution](#)

692.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: dp

[MonkeyKing's solution](#)

693.

167C

[Wizards and Numbers](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2300 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: games, math

[MonkeyKing's solution](#)

694.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[MonkeyKing's solution](#)

695.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2018-06-02 · last AC: 2019-05-04 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[MonkeyKing's solution](#)

696.

143E

[Help Caretaker](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

697.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2019-01-27 · last AC: 2019-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[MonkeyKing's solution](#)

698.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: brute force, hashing, math

[MonkeyKing's solution](#)

699.

985F

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

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

[MonkeyKing's solution](#)

700.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[MonkeyKing's solution](#)

701.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-20 · last AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[MonkeyKing's solution](#)

702.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[MonkeyKing's solution](#)

703.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MonkeyKing's solution](#)

704.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[MonkeyKing's solution](#)

705.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[MonkeyKing's solution](#)

706.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[MonkeyKing's solution](#)

707.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MonkeyKing's solution](#)

708.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[MonkeyKing's solution](#)

709.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[MonkeyKing's solution](#)

710.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

711.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[MonkeyKing's solution](#)

712.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[MonkeyKing's solution](#)

713.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

714.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[MonkeyKing's solution](#)

715.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[MonkeyKing's solution](#)

716.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[MonkeyKing's solution](#)

717.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[MonkeyKing's solution](#)

718.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: dp, math, number theory

[MonkeyKing's solution](#)

719.

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, trees

[MonkeyKing's solution](#)

720.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[MonkeyKing's solution](#)

721.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[MonkeyKing's solution](#)

722.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[MonkeyKing's solution](#)

723.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[MonkeyKing's solution](#)

724.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[MonkeyKing's solution](#)

725.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[MonkeyKing's solution](#)

726.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[MonkeyKing's solution](#)

727.

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: brute force, dp

[MonkeyKing's solution](#)

728.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: combinatorics, dp

[MonkeyKing's solution](#)

729.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[MonkeyKing's solution](#)

730.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[MonkeyKing's solution](#)

731.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: data structures

[MonkeyKing's solution](#)

732.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, probabilities

[MonkeyKing's solution](#)

733.

1403A

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

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[MonkeyKing's solution](#)

734.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[MonkeyKing's solution](#)

735.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[MonkeyKing's solution](#)

736.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[MonkeyKing's solution](#)

737.

194E

[Hamming Distance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math

[MonkeyKing's solution](#)

738.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[MonkeyKing's solution](#)

739.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[MonkeyKing's solution](#)

740.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-25 · GNU C++11 (first AC) · Tags: combinatorics, fft, math, number theory
[MonkeyKing's solution](#)

741.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: implementation, interactive
[MonkeyKing's solution](#)

742.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: dp
[MonkeyKing's solution](#)

743.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: dp
[MonkeyKing's solution](#)

744.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[MonkeyKing's solution](#)

745.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
[MonkeyKing's solution](#)

746.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · last AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[MonkeyKing's solution](#)

747.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[MonkeyKing's solution](#)

748.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[MonkeyKing's solution](#)

749.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[MonkeyKing's solution](#)

750.

301C

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

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

[MonkeyKing's solution](#)

751.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[MonkeyKing's solution](#)

752.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[MonkeyKing's solution](#)

753.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[MonkeyKing's solution](#)

754.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · PyPy 3 (first AC) · Tags: *special

[MonkeyKing's solution](#)

755.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[MonkeyKing's solution](#)

756.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[MonkeyKing's solution](#)

757.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[MonkeyKing's solution](#)

758.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[MonkeyKing's solution](#)

759.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[MonkeyKing's solution](#)

760.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[MonkeyKing's solution](#)

761.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2019-07-10 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[MonkeyKing's solution](#)

762.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[MonkeyKing's solution](#)

763.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: implementation, math

[MonkeyKing's solution](#)

764.

609F

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

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-10-16 · last AC: 2020-10-16 · GNU C++11 (first AC) · Tags: data structures, greedy

[MonkeyKing's solution](#)

765.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[MonkeyKing's solution](#)

766.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[MonkeyKing's solution](#)

767.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: flows, graphs

[MonkeyKing's solution](#)

768.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · last AC: 2020-09-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[MonkeyKing's solution](#)

769.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

770.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[MonkeyKing's solution](#)

771.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[MonkeyKing's solution](#)

772.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[MonkeyKing's solution](#)

773.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: dp

[MonkeyKing's solution](#)

774.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-07-15 · last AC: 2020-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[MonkeyKing's solution](#)

775.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[MonkeyKing's solution](#)

776.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2019-12-21 · last AC: 2019-12-22 · GNU C++11 (first AC) · Tags: flows, graphs

[MonkeyKing's solution](#)

777.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[MonkeyKing's solution](#)

778.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · last AC: 2025-11-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers

[MonkeyKing's solution](#)

779.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[MonkeyKing's solution](#)

780.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[MonkeyKing's solution](#)

781.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[MonkeyKing's solution](#)

782.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[MonkeyKing's solution](#)

783.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[MonkeyKing's solution](#)

784.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[MonkeyKing's solution](#)

785.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[MonkeyKing's solution](#)

786.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[MonkeyKing's solution](#)

787.

67C

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

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MonkeyKing's solution](#)

788.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[MonkeyKing's solution](#)

789.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[MonkeyKing's solution](#)

790.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[MonkeyKing's solution](#)

791.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[MonkeyKing's solution](#)

792.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[MonkeyKing's solution](#)

793.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[MonkeyKing's solution](#)

794.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[MonkeyKing's solution](#)

795.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[MonkeyKing's solution](#)

796.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[MonkeyKing's solution](#)

797.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[MonkeyKing's solution](#)

798.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[MonkeyKing's solution](#)

799.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[MonkeyKing's solution](#)

800.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[MonkeyKing's solution](#)

801.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[MonkeyKing's solution](#)

802.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: implementation, math
[MonkeyKing's solution](#)

803.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[MonkeyKing's solution](#)

804.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search
[MonkeyKing's solution](#)

805.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp
[MonkeyKing's solution](#)

806.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy
[MonkeyKing's solution](#)

807.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings
[MonkeyKing's solution](#)

808.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: data structures, trees
[MonkeyKing's solution](#)

809.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[MonkeyKing's solution](#)

810.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[MonkeyKing's solution](#)

811.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: brute force, dp, geometry, greedy

[MonkeyKing's solution](#)

812.

3D

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

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: greedy

[MonkeyKing's solution](#)

813.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: dp

[MonkeyKing's solution](#)

814.

325C

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

Quality: 449 global accepts · Rating: 2600 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[MonkeyKing's solution](#)

815.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[MonkeyKing's solution](#)

816.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[MonkeyKing's solution](#)

817.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[MonkeyKing's solution](#)

818.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[MonkeyKing's solution](#)

819.

605E

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

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

[MonkeyKing's solution](#)

820.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[MonkeyKing's solution](#)

821.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[MonkeyKing's solution](#)

822.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[MonkeyKing's solution](#)

823.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[MonkeyKing's solution](#)

824.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[MonkeyKing's solution](#)

825.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

826.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[MonkeyKing's solution](#)

827.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[MonkeyKing's solution](#)

828.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[MonkeyKing's solution](#)

829.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[MonkeyKing's solution](#)

830.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[MonkeyKing's solution](#)

831.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-11-09 · last AC: 2020-11-11 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[MonkeyKing's solution](#)

832.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[MonkeyKing's solution](#)

833.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: bitmasks, math

[MonkeyKing's solution](#)

834.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: dp, matrices

[MonkeyKing's solution](#)

835.

299D

[Distinct Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

836.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2018-02-28 · last AC: 2018-09-08 · GNU C++ (first AC) · Tags: brute force, combinatorics

[MonkeyKing's solution](#)

837.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, trees

[MonkeyKing's solution](#)

838.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · last AC: 2025-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[MonkeyKing's solution](#)

839.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MonkeyKing's solution](#)

840.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[MonkeyKing's solution](#)

841.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[MonkeyKing's solution](#)

842.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[MonkeyKing's solution](#)

843.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[MonkeyKing's solution](#)

844.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[MonkeyKing's solution](#)

845.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · last AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MonkeyKing's solution](#)

846.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[MonkeyKing's solution](#)

847.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[MonkeyKing's solution](#)

848.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[MonkeyKing's solution](#)

849.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[MonkeyKing's solution](#)

850.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-12 · last AC: 2021-03-29 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[MonkeyKing's solution](#)

851.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
[MonkeyKing's solution](#)

852.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[MonkeyKing's solution](#)

853.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MonkeyKing's solution](#)

854.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[MonkeyKing's solution](#)

855.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[MonkeyKing's solution](#)

856.

1379F2

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

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[MonkeyKing's solution](#)

857.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2020-08-14 · last AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures

[MonkeyKing's solution](#)

858.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[MonkeyKing's solution](#)

859.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: brute force, dp, graphs

[MonkeyKing's solution](#)

860.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: dp, probabilities

[MonkeyKing's solution](#)

861.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[MonkeyKing's solution](#)

862.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[MonkeyKing's solution](#)

863.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[MonkeyKing's solution](#)

864.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[MonkeyKing's solution](#)

865.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[MonkeyKing's solution](#)

866.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[MonkeyKing's solution](#)

867.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[MonkeyKing's solution](#)

868.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices

[MonkeyKing's solution](#)

869.

918E

[Pollywog](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices

[MonkeyKing's solution](#)

870.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[MonkeyKing's solution](#)

871.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[MonkeyKing's solution](#)

872.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp
[MonkeyKing's solution](#)

873.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp
[MonkeyKing's solution](#)

874.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[MonkeyKing's solution](#)

875.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees
[MonkeyKing's solution](#)

876.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy
[MonkeyKing's solution](#)

877.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[MonkeyKing's solution](#)

878.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[MonkeyKing's solution](#)

879.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[MonkeyKing's solution](#)

880.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-10-28 · last AC: 2020-10-29 · GNU C++11 (first AC) · Tags: data structures, trees
[MonkeyKing's solution](#)

881.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[MonkeyKing's solution](#)

882.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number

theory

[MonkeyKing's solution](#)

883.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-08-02 · last AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[MonkeyKing's solution](#)

884.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[MonkeyKing's solution](#)

885.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[MonkeyKing's solution](#)

886.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[MonkeyKing's solution](#)

887.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[MonkeyKing's solution](#)

888.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[MonkeyKing's solution](#)

889.

280E

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

Quality: 261 global accepts · Rating: 3000 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[MonkeyKing's solution](#)

890.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[MonkeyKing's solution](#)

891.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[MonkeyKing's solution](#)

892.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp, greedy

[MonkeyKing's solution](#)

893.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: data structures

[MonkeyKing's solution](#)

894.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[MonkeyKing's solution](#)

895.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[MonkeyKing's solution](#)

896.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[MonkeyKing's solution](#)

897.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[MonkeyKing's solution](#)

898.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees

[MonkeyKing's solution](#)

899.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math

[MonkeyKing's solution](#)

900.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

901.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2021-01-19 · last AC: 2021-01-20 · GNU C++11 (first AC) · Tags: fft, math

[MonkeyKing's solution](#)

902.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[MonkeyKing's solution](#)

903.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy
[MonkeyKing's solution](#)

904.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[MonkeyKing's solution](#)

905.

477E

[Dreamoon and Notepad](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[MonkeyKing's solution](#)

906.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[MonkeyKing's solution](#)

907.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[MonkeyKing's solution](#)

908.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[MonkeyKing's solution](#)

909.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[MonkeyKing's solution](#)

910.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-20 · last AC: 2021-04-20 · GNU C++11 (first AC) · Tags: dp
[MonkeyKing's solution](#)

911.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[MonkeyKing's solution](#)

912.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · last AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, probabilities
[MonkeyKing's solution](#)

913.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[MonkeyKing's solution](#)

914.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-25 · last AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[MonkeyKing's solution](#)

915.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-01-22 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[MonkeyKing's solution](#)

916.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[MonkeyKing's solution](#)

917.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-03 · last AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[MonkeyKing's solution](#)

918.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2022-07-12 · last AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[MonkeyKing's solution](#)

919.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[MonkeyKing's solution](#)

920.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[MonkeyKing's solution](#)

921.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MonkeyKing's solution](#)

922.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[MonkeyKing's solution](#)

923.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[MonkeyKing's solution](#)

924.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, communication

[MonkeyKing's solution](#)

925.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[MonkeyKing's solution](#)

926.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[MonkeyKing's solution](#)

927.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[MonkeyKing's solution](#)

928.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[MonkeyKing's solution](#)

929.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, games, interactive

[MonkeyKing's solution](#)

930.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[MonkeyKing's solution](#)

931.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths

[MonkeyKing's solution](#)

932.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation

[MonkeyKing's solution](#)

933.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[MonkeyKing's solution](#)

934.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[MonkeyKing's solution](#)

935.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[MonkeyKing's solution](#)

936.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[MonkeyKing's solution](#)

937.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[MonkeyKing's solution](#)

938.

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[MonkeyKing's solution](#)

939.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[MonkeyKing's solution](#)

940.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[MonkeyKing's solution](#)

941.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[MonkeyKing's solution](#)

942.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[MonkeyKing's solution](#)

943.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[MonkeyKing's solution](#)

944.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[MonkeyKing's solution](#)

945.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[MonkeyKing's solution](#)

946.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[MonkeyKing's solution](#)

947.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[MonkeyKing's solution](#)

948.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[MonkeyKing's solution](#)

949.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[MonkeyKing's solution](#)

950.

undefined232

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

Rating: — · first AC: 2022-02-04 · last AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MonkeyKing's solution](#)

951.

undefined459

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

Rating: — · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: *special

[MonkeyKing's solution](#)

952.

undefined482

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

953.

undefined300

[Train](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

954.

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

955.

102014I

[Hidden Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

956.

100341B

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

Rating: — · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

957.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

958.

undefined513

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

959.

undefined514

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

960.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: *special, math, number theory

[MonkeyKing's solution](#)

961.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: *special, implementation

[MonkeyKing's solution](#)

962.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2021-03-30 · PyPy 3 (first AC) · Tags: *special

[MonkeyKing's solution](#)

963.

undefined209

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[MonkeyKing's solution](#)

964.

undefined332

[Largest Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: *special

[MonkeyKing's solution](#)

965.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

966.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

967.

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

968.

100299E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

969.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

970.

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

971.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

972.

100269I

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

Rating: — · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

973.

101480G

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

Rating: — · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MonkeyKing's solution](#)

974.

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

975.

undefined481

[Hero of Our Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · Java 8 (first AC) · Tags: —

[MonkeyKing's solution](#)

976.

102412D

[The Jump from Height of Self-importance to Height of IQ Level](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

977.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

978.

102059K

[Interesting Drug](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

979.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

980.

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

981.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

982.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

983.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

984.

100739E

[Life as a Monster](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

985.

100216B

[Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

986.

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: *special

[MonkeyKing's solution](#)

987.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

988.

100837F

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

Rating: — · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

989.

100960G

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

Rating: — · first AC: 2020-07-18 · last AC: 2020-07-18 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

990.

100325G

[Word Morpher](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

991.

100325H

[Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

992.

100325A

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

Rating: — · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

993.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

994.

100153F

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

Rating: — · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

995.

100153G

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

Rating: — · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

996.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

997.

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

998.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

999.

undefined282

[Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

1000.

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · last AC: 2020-07-07 · GNU C++11 (first AC) · Tags: *special

[MonkeyKing's solution](#)

1001.

undefined147

[Black-white king](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · last AC: 2020-07-07 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

1002.

undefined258

[Almost Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: *special

[MonkeyKing's solution](#)

1003.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · last AC: 2020-02-01 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

1004.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

1005.

100738H

[K-palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

1006.

undefined141

[Jumping Joe](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)

1007.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: —

[MonkeyKing's solution](#)

1008.

100204C

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

Rating: — · first AC: 2018-02-03 · GNU C++ (first AC) · Tags: —

[MonkeyKing's solution](#)

1009.

100722E

[The Bookcase](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: —

[MonkeyKing's solution](#)

1010.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++ (first AC) · Tags: —

[MonkeyKing's solution](#)**1011.**

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-11 · last AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)**1012.**

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-11 · GNU C++ (first AC) · Tags: —

[MonkeyKing's solution](#)**1013.**

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)**1014.**

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-10 · GNU C++11 (first AC) · Tags: —

[MonkeyKing's solution](#)