

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

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# Unique solved — Mr\_Eight

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

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

Filters: none

Count: 628

1.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [strings](#)

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2.

1774A

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Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

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3.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#)

[Mr\\_Eight's solution](#)

4.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#)

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5.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

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6.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: [geometry](#), [greedy](#), [sortings](#)

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7.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [number theory](#)

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8.

1725A

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

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

[Mr\\_Eight's solution](#)

9.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#)

[Mr\\_Eight's solution](#)

**10.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[Mr. Eight's solution](#)

**11.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: greedy, math  
[Mr. Eight's solution](#)

**12.**

1480A

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

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: games, greedy, strings  
[Mr. Eight's solution](#)

**13.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings  
[Mr. Eight's solution](#)

**14.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,157 global accepts · Rating: 800 · first AC: 2020-11-29 · last AC: 2021-01-30 · GNU C++11 (first AC) · Tags: greedy  
[Mr. Eight's solution](#)

**15.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy  
[Mr. Eight's solution](#)

**16.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math  
[Mr. Eight's solution](#)

**17.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[Mr. Eight's solution](#)

**18.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math, number theory  
[Mr. Eight's solution](#)

**19.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-22 · last AC: 2020-11-26 · GNU C++11 (first AC) · Tags: greedy, math  
[Mr. Eight's solution](#)

**20.**

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, probabilities  
[Mr. Eight's solution](#)

- 21.**  
1438A  
[Specific Tastes of Andre](#) · [Tutorial](#)  
Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[Mr. Eight's solution](#)
- 22.**  
1408A  
[Circle Coloring](#) · [Tutorial](#)  
Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms  
[Mr. Eight's solution](#)
- 23.**  
1422A  
[Fence](#) · [Tutorial](#)  
Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: geometry, math  
[Mr. Eight's solution](#)
- 24.**  
1430B  
[Barrels](#) · [Tutorial](#)  
Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[Mr. Eight's solution](#)
- 25.**  
1436A  
[Reorder](#) · [Tutorial](#)  
Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: math  
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- 26.**  
1437A  
[Marketing Scheme](#) · [Tutorial](#)  
Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-27 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[Mr. Eight's solution](#)
- 27.**  
1400A  
[String Similarity](#) · [Tutorial](#)  
Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[Mr. Eight's solution](#)
- 28.**  
1392B  
[Omkar and Infinity Clock](#) · [Tutorial](#)  
Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: implementation, math  
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- 29.**  
1392A  
[Omkar and Password](#) · [Tutorial](#)  
Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math  
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- 30.**  
1391B  
[Fix You](#) · [Tutorial](#)  
Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[Mr. Eight's solution](#)
- 31.**  
1391A  
[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**32.**

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math

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**33.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,807 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy

[Mr\\_Eight's solution](#)

**34.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,578 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, sortings

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**35.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

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**36.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**37.**

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mr\\_Eight's solution](#)

**38.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,094 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**39.**

1588A

[Two Arrays](#) · [Tutorial](#)

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

[Mr\\_Eight's solution](#)

**40.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-22 · last AC: 2020-11-26 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

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**41.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · last AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Mr\\_Eight's solution](#)

42.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

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43.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-10-24 · last AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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44.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

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45.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,982 global accepts · Rating: 900 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Mr. Eight's solution](#)

46.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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47.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,158 global accepts · Rating: 1000 · first AC: 2021-01-30 · last AC: 2023-04-05 · GNU C++11 (first AC) · Tags: math

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48.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Mr. Eight's solution](#)

49.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Mr. Eight's solution](#)

50.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Mr. Eight's solution](#)

51.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,879 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Mr. Eight's solution](#)

52.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Mr\\_Eight's solution](#)

**53.**

1725B

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

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

[Mr\\_Eight's solution](#)

**54.**

1632B

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

Quality: 31,529 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Mr\\_Eight's solution](#)

**55.**

1515B

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

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

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**56.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,131 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

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**57.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,881 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

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**58.**

1438B

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

Quality: 29,060 global accepts · Rating: 1000 · first AC: 2020-11-13 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Mr\\_Eight's solution](#)

**59.**

1430C

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

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Mr\\_Eight's solution](#)

**60.**

1419D1

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

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**61.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

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**62.**

1685A

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**63.**

1481B

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Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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**64.**

1455C

[Ping-pong](#) · [Tutorial](#)

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[Mr\\_Eight's solution](#)

**65.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,777 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Mr\\_Eight's solution](#)

**66.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Mr\\_Eight's solution](#)

**67.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[Mr\\_Eight's solution](#)

**68.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Mr\\_Eight's solution](#)

**69.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

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**70.**

1455B

[Jumps](#) · [Tutorial](#)

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

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**71.**

1437B

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

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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**72.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Mr\\_Eight's solution](#)

**73.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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**74.**

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[Mr. Eight's solution](#)

**75.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[Mr. Eight's solution](#)

**76.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Mr. Eight's solution](#)

**77.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

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**78.**

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

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**79.**

1594E1

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

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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**80.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

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**81.**

1470A

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

Quality: 29,381 global accepts · Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Mr. Eight's solution](#)

**82.**

1466C

[Canine poetry](#) · [Tutorial](#)

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

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**83.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,144 global accepts · Rating: 1300 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

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**84.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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**85.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: data structures, sortings

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**86.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

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**87.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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**88.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

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**89.**

1515C

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

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

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**90.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

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**91.**

1461B

[Find the Spruce](#) · [Tutorial](#)

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

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**92.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

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

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**93.**

1451C

[String Equality](#) · [Tutorial](#)

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- 94.**  
1427B  
[Chess Cheater](#) · [Tutorial](#)  
Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · last AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Mr. Eight's solution](#)
- 95.**  
359B  
[Permutation](#) · [Tutorial](#)  
Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math  
[Mr. Eight's solution](#)
- 96.**  
1393B  
[Applejack and Storages](#) · [Tutorial](#)  
Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[Mr. Eight's solution](#)
- 97.**  
1774B  
[Coloring](#) · [Tutorial](#)  
Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
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- 98.**  
1765K  
[Torus Path](#) · [Tutorial](#)  
Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Mr. Eight's solution](#)
- 99.**  
1765N  
[Number Reduction](#) · [Tutorial](#)  
Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[Mr. Eight's solution](#)
- 100.**  
1740D  
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- 102.**  
1630A  
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1515D  
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1466D  
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**105.**

1461C

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1408C

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1444A

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1436C

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**109.**

743C

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**110.**

1419D2

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1419C

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**112.**

1400C

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**113.**

1391C

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**114.**

1399D

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greedy, implementation

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**115.**

1389C

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**116.**

1938H

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**117.**

1779C

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**118.**

1774D

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**119.**

1632C

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**120.**

1059C

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**121.**

1528A

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**122.**

1503A

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1483A

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1481C

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1476C

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1455D

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1458A

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1461D

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1423K

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1437D

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1424J

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1396A

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**134.**

1770C

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1580A

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1061C

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1528B

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1503B

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1485C

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1479A

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**143.**

1451D

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**145.**

1430D

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**146.**

1383A

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1406C

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1400B

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1392D

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1393C

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**151.**

1384C

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**153.**

1740E

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1725H

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1725M

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**156.**

1718A1

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**157.**

1666L

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**158.**

1666C

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**159.**

1617D1

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**160.**

1572A

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1517D

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1508B

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**165.**

1477A

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1466E

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**167.**

471D

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1437C

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1442A

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**171.**

527D

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**172.**

1396B

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1401D

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**178.**

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**179.**

1774E

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**180.**

1718A2

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**181.**

1601B

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**182.**

1041E

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**183.**

717D

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55C

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**185.**

1508A

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implementation, strings, two pointers

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**186.**

1483B

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**187.**

1475G

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**188.**

1479B1

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**189.**

1477B

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**190.**

1470B

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**191.**

1430E

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**192.**

1436D

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1444B

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**194.**

476D

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**196.**

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**197.**

1384D

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**198.**

1770D

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**199.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Mr\\_Eight's solution](#)

**200.**

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Mr\\_Eight's solution](#)

**201.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Mr\\_Eight's solution](#)

**202.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Mr\\_Eight's solution](#)

**203.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Mr\\_Eight's solution](#)

**204.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Mr\\_Eight's solution](#)

**205.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · last AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Mr\\_Eight's solution](#)

**206.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Mr\\_Eight's solution](#)

**207.**

1588B

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

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

[Mr\\_Eight's solution](#)

**208.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Mr\\_Eight's solution](#)

**209.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Mr\\_Eight's solution](#)

**210.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Mr\\_Eight's solution](#)

**211.**

1458B

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

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

[Mr\\_Eight's solution](#)

**212.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,614 global accepts · Rating: 2000 · first AC: 2020-11-24 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Mr\\_Eight's solution](#)

**213.**

1456B

[XOR-gun](#) · [Tutorial](#)

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

[Mr\\_Eight's solution](#)

**214.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-22 · last AC: 2020-11-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Mr\\_Eight's solution](#)

**215.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,624 global accepts · Rating: 2000 · first AC: 2020-11-13 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: 2-sat, chinese

remainder theorem, constructive algorithms, fft, flows

[Mr\\_Eight's solution](#)

**216.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-11 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Mr\\_Eight's solution](#)

**217.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-10-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Mr\\_Eight's solution](#)

**218.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Mr\\_Eight's solution](#)

**219.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[Mr\\_Eight's solution](#)

**220.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Mr\\_Eight's solution](#)

**221.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mr\\_Eight's solution](#)

**222.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Mr\\_Eight's solution](#)

**223.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mr\\_Eight's solution](#)

**224.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[Mr\\_Eight's solution](#)

**225.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest

paths, trees

[Mr\\_Eight's solution](#)

**226.**

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Mr\\_Eight's solution](#)

**227.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Mr\\_Eight's solution](#)

**228.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Mr\\_Eight's solution](#)

**229.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Mr\\_Eight's solution](#)

**230.**

1077F2

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

Quality: 4,183 global accepts · Rating: 2100 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Mr\\_Eight's solution](#)

**231.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: data structures, dp, math

[Mr\\_Eight's solution](#)

**232.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Mr\\_Eight's solution](#)

**233.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Mr\\_Eight's solution](#)

**234.**

1483C

[Skyline Photo](#) · [Tutorial](#)

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

[Mr\\_Eight's solution](#)

**235.**

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · last AC: 2021-01-06 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Mr\\_Eight's solution](#)

**236.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Mr\\_Eight's solution](#)

**237.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Mr\\_Eight's solution](#)

**238.**

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

[Mr\\_Eight's solution](#)

**239.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Mr\\_Eight's solution](#)

**240.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Mr\\_Eight's solution](#)

**241.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mr\\_Eight's solution](#)

**242.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Mr\\_Eight's solution](#)

**243.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[Mr\\_Eight's solution](#)

**244.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Mr\\_Eight's solution](#)

**245.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Mr\\_Eight's solution](#)

**246.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Mr. Eight's solution](#)

**247.**

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Mr. Eight's solution](#)

**248.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2022-01-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Mr. Eight's solution](#)

**249.**

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Mr. Eight's solution](#)

**250.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Mr. Eight's solution](#)

**251.**

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Mr. Eight's solution](#)

**252.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mr. Eight's solution](#)

**253.**

1580C

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

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Mr. Eight's solution](#)

**254.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Mr. Eight's solution](#)

**255.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[Mr. Eight's solution](#)

**256.**

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Mr. Eight's solution](#)

**257.**

549G

[Happy Line · Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Mr. Eight's solution](#)

**258.**

1503C

[Travelling Salesman Problem · Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Mr. Eight's solution](#)

**259.**

1500B

[Two chandeliers · Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Mr. Eight's solution](#)

**260.**

138C

[Mushroom Gnomes - 2 · Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: binary search, data structures, probabilities, sortings

[Mr. Eight's solution](#)

**261.**

1486E

[Paired Payment · Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Mr. Eight's solution](#)

**262.**

1485D

[Multiples and Power Differences · Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Mr. Eight's solution](#)

**263.**

1477C

[Nezzar and Nice Beatmap · Tutorial](#)

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

[Mr. Eight's solution](#)

**264.**

1470D

[Strange Housing · Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Mr. Eight's solution](#)

**265.**

1461E

[Water Level · Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy,

implementation, math

[Mr. Eight's solution](#)

**266.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Mr. Eight's solution](#)

**267.**

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2200 · first AC: 2020-10-05 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: graphs, sortings

[Mr. Eight's solution](#)

**268.**

1437E

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

Quality: 3,926 global accepts · Rating: 2200 · first AC: 2020-10-27 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Mr. Eight's solution](#)

**269.**

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Mr. Eight's solution](#)

**270.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-06 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Mr. Eight's solution](#)

**271.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[Mr. Eight's solution](#)

**272.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mr. Eight's solution](#)

**273.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Mr. Eight's solution](#)

**274.**

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Mr. Eight's solution](#)

**275.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Mr\\_Eight's solution](#)

**276.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Mr\\_Eight's solution](#)

**277.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Mr\\_Eight's solution](#)

**278.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Mr\\_Eight's solution](#)

**279.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Mr\\_Eight's solution](#)

**280.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,079 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Mr\\_Eight's solution](#)

**281.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mr\\_Eight's solution](#)

**282.**

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Mr\\_Eight's solution](#)

**283.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Mr\\_Eight's solution](#)

**284.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Mr\\_Eight's solution](#)

**285.**

1594E2

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

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math,

trees

[Mr\\_Eight's solution](#)

**286.**

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Mr\\_Eight's solution](#)

**287.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: flows

[Mr\\_Eight's solution](#)

**288.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[Mr\\_Eight's solution](#)

**289.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mr\\_Eight's solution](#)

**290.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Mr\\_Eight's solution](#)

**291.**

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Mr\\_Eight's solution](#)

**292.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 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

[Mr\\_Eight's solution](#)

**293.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Mr\\_Eight's solution](#)

**294.**

808G

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

Quality: 3,768 global accepts · Rating: 2300 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: dp, strings

[Mr\\_Eight's solution](#)

**295.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-11-22 · last AC: 2020-11-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Mr\\_Eight's solution](#)

**296.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, trees  
[Mr. Eight's solution](#)

**297.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Mr. Eight's solution](#)

**298.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Mr. Eight's solution](#)

**299.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[Mr. Eight's solution](#)

**300.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[Mr. Eight's solution](#)

**301.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees  
[Mr. Eight's solution](#)

**302.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[Mr. Eight's solution](#)

**303.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings  
[Mr. Eight's solution](#)

**304.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation  
[Mr. Eight's solution](#)

**305.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings  
[Mr. Eight's solution](#)

**306.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Mr. Eight's solution](#)

**307.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[Mr. Eight's solution](#)

**308.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Mr. Eight's solution](#)

**309.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Mr. Eight's solution](#)

**310.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Mr. Eight's solution](#)

**311.**

1633E

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

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Mr. Eight's solution](#)

**312.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Mr. Eight's solution](#)

**313.**

1620G

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

Quality: 1,155 global accepts · Rating: 2400 · first AC: 2021-12-18 · last AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Mr. Eight's solution](#)

**314.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Mr. Eight's solution](#)

**315.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Mr. Eight's solution](#)

**316.**

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Mr. Eight's solution](#)

**317.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Mr. Eight's solution](#)

**318.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Mr. Eight's solution](#)

**319.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Mr. Eight's solution](#)

**320.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[Mr. Eight's solution](#)

**321.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mr. Eight's solution](#)

**322.**

1174F

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

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Mr. Eight's solution](#)

**323.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Mr. Eight's solution](#)

**324.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Mr. Eight's solution](#)

**325.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mr. Eight's solution](#)

**326.**

1483D

[Useful Edges](#) · [Tutorial](#)

Quality: 2400 · first AC: 2021-03-21 · last AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Mr. Eight's solution](#)

**327.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Mr. Eight's solution](#)

**328.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Mr. Eight's solution](#)

**329.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[Mr. Eight's solution](#)

**330.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: flows, graphs

[Mr. Eight's solution](#)

**331.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Mr. Eight's solution](#)

**332.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Mr. Eight's solution](#)

**333.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Mr. Eight's solution](#)

**334.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[Mr. Eight's solution](#)

**335.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Mr. Eight's solution](#)

**336.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Mr. Eight's solution](#)

**337.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Mr. Eight's solution](#)

**338.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Mr. Eight's solution](#)

**339.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Mr. Eight's solution](#)

**340.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Mr. Eight's solution](#)

**341.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Mr. Eight's solution](#)

**342.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Mr. Eight's solution](#)

**343.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Mr. Eight's solution](#)

**344.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Mr. Eight's solution](#)

**345.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Mr\\_Eight's solution](#)

**346.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · last AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Mr\\_Eight's solution](#)

**347.**

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 · last AC: 2022-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Mr\\_Eight's solution](#)

**348.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Mr\\_Eight's solution](#)

**349.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Mr\\_Eight's solution](#)

**350.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Mr\\_Eight's solution](#)

**351.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-01-15 · last AC: 2021-12-17 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Mr\\_Eight's solution](#)

**352.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Mr\\_Eight's solution](#)

**353.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Mr\\_Eight's solution](#)

**354.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-23 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Mr\\_Eight's solution](#)

**355.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs,

math, probabilities

[Mr\\_Eight's solution](#)

**356.**

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Mr\\_Eight's solution](#)

**357.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Mr\\_Eight's solution](#)

**358.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Mr\\_Eight's solution](#)

**359.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft

[Mr\\_Eight's solution](#)

**360.**

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: data structures

[Mr\\_Eight's solution](#)

**361.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Mr\\_Eight's solution](#)

**362.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Mr\\_Eight's solution](#)

**363.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Mr\\_Eight's solution](#)

**364.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Mr\\_Eight's solution](#)

**365.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp,

greedy, trees

[Mr\\_Eight's solution](#)

**366.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Mr\\_Eight's solution](#)

**367.**

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: flows, graphs

[Mr\\_Eight's solution](#)

**368.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · last AC: 2021-01-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Mr\\_Eight's solution](#)

**369.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Mr\\_Eight's solution](#)

**370.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[Mr\\_Eight's solution](#)

**371.**

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Mr\\_Eight's solution](#)

**372.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Mr\\_Eight's solution](#)

**373.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Mr\\_Eight's solution](#)

**374.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mr\\_Eight's solution](#)

**375.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Mr\\_Eight's solution](#)

**376.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mr\\_Eight's solution](#)

**377.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Mr\\_Eight's solution](#)

**378.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Mr\\_Eight's solution](#)

**379.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Mr\\_Eight's solution](#)

**380.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Mr\\_Eight's solution](#)

**381.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Mr\\_Eight's solution](#)

**382.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-01 · last AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Mr\\_Eight's solution](#)

**383.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Mr\\_Eight's solution](#)

**384.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Mr\\_Eight's solution](#)

**385.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Mr\\_Eight's solution](#)

**386.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Mr. Eight's solution](#)

**387.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[Mr. Eight's solution](#)

**388.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Mr. Eight's solution](#)

**389.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Mr. Eight's solution](#)

**390.**

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[Mr. Eight's solution](#)

**391.**

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Mr. Eight's solution](#)

**392.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · last AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mr. Eight's solution](#)

**393.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Mr. Eight's solution](#)

**394.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mr. Eight's solution](#)

**395.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Mr. Eight's solution](#)

**396.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[Mr\\_Eight's solution](#)

**397.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Mr\\_Eight's solution](#)

**398.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, probabilities

[Mr\\_Eight's solution](#)

**399.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Mr\\_Eight's solution](#)

**400.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mr\\_Eight's solution](#)

**401.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Mr\\_Eight's solution](#)

**402.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[Mr\\_Eight's solution](#)

**403.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Mr\\_Eight's solution](#)

**404.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Mr\\_Eight's solution](#)

**405.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[Mr\\_Eight's solution](#)

**406.**

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, hashing,

math, string suffix structures, strings

[Mr. Eight's solution](#)

**407.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Mr. Eight's solution](#)

**408.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Mr. Eight's solution](#)

**409.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Mr. Eight's solution](#)

**410.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Mr. Eight's solution](#)

**411.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2700 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Mr. Eight's solution](#)

**412.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Mr. Eight's solution](#)

**413.**

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Mr. Eight's solution](#)

**414.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Mr. Eight's solution](#)

**415.**

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths

[Mr. Eight's solution](#)

**416.**

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Mr\\_Eight's solution](#)

**417.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Mr\\_Eight's solution](#)

**418.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Mr\\_Eight's solution](#)

**419.**

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Mr\\_Eight's solution](#)

**420.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Mr\\_Eight's solution](#)

**421.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Mr\\_Eight's solution](#)

**422.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-23 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Mr\\_Eight's solution](#)

**423.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Mr\\_Eight's solution](#)

**424.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Mr\\_Eight's solution](#)

**425.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[Mr\\_Eight's solution](#)

**426.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mr\\_Eight's solution](#)

**427.**

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: data structures, implementation, trees  
[Mr. Eight's solution](#)

**428.**

772D

[Varying Kibibits · Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[Mr. Eight's solution](#)

**429.**

1450E

[Capitalism · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[Mr. Eight's solution](#)

**430.**

643E

[Bear and Destroying Subtrees · Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities, trees  
[Mr. Eight's solution](#)

**431.**

1491F

[Magnets · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive  
[Mr. Eight's solution](#)

**432.**

906D

[Power Tower · Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory  
[Mr. Eight's solution](#)

**433.**

1938L

[XOR Operations · Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Mr. Eight's solution](#)

**434.**

1765I

[Infinite Chess · Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths  
[Mr. Eight's solution](#)

**435.**

1725I

[Imitating the Key Tree · Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees  
[Mr. Eight's solution](#)

**436.**

1685D1

[Permutation Weight \(Easy Version\) · Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[Mr. Eight's solution](#)

**437.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Mr. Eight's solution](#)

**438.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Mr. Eight's solution](#)

**439.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-20 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Mr. Eight's solution](#)

**440.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Mr. Eight's solution](#)

**441.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-29 · last AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[Mr. Eight's solution](#)

**442.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Mr. Eight's solution](#)

**443.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Mr. Eight's solution](#)

**444.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Mr. Eight's solution](#)

**445.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Mr. Eight's solution](#)

**446.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2020-11-03 · last AC: 2021-12-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Mr. Eight's solution](#)

**447.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Mr. Eight's solution](#)

**448.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Mr. Eight's solution](#)

**449.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[Mr. Eight's solution](#)

**450.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Mr. Eight's solution](#)

**451.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-03 · last AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Mr. Eight's solution](#)

**452.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Mr. Eight's solution](#)

**453.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-23 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Mr. Eight's solution](#)

**454.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-09-16 · last AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Mr. Eight's solution](#)

**455.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Mr. Eight's solution](#)

**456.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Mr. Eight's solution](#)

**457.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Mr\\_Eight's solution](#)

**458.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Mr\\_Eight's solution](#)

**459.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: dp, math

[Mr\\_Eight's solution](#)

**460.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Mr\\_Eight's solution](#)

**461.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Mr\\_Eight's solution](#)

**462.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[Mr\\_Eight's solution](#)

**463.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[Mr\\_Eight's solution](#)

**464.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[Mr\\_Eight's solution](#)

**465.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows

[Mr\\_Eight's solution](#)

**466.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Mr\\_Eight's solution](#)

**467.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Mr\\_Eight's solution](#)

**468.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, trees  
[Mr. Eight's solution](#)

**469.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees  
[Mr. Eight's solution](#)

**470.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs  
[Mr. Eight's solution](#)

**471.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[Mr. Eight's solution](#)

**472.**

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[Mr. Eight's solution](#)

**473.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-09-30 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees  
[Mr. Eight's solution](#)

**474.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[Mr. Eight's solution](#)

**475.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[Mr. Eight's solution](#)

**476.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer  
[Mr. Eight's solution](#)

**477.**

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, matrices  
[Mr. Eight's solution](#)

**478.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[Mr. Eight's solution](#)

**479.**

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Mr. Eight's solution](#)

**480.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Mr. Eight's solution](#)

**481.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices

[Mr. Eight's solution](#)

**482.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[Mr. Eight's solution](#)

**483.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Mr. Eight's solution](#)

**484.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[Mr. Eight's solution](#)

**485.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry

[Mr. Eight's solution](#)

**486.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mr. Eight's solution](#)

**487.**

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Mr. Eight's solution](#)

**488.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Mr. Eight's solution](#)

**489.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Mr\\_Eight's solution](#)

**490.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Mr\\_Eight's solution](#)

**491.**

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[Mr\\_Eight's solution](#)

**492.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Mr\\_Eight's solution](#)

**493.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-01-07 · last AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Mr\\_Eight's solution](#)

**494.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-01-06 · last AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Mr\\_Eight's solution](#)

**495.**

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Mr\\_Eight's solution](#)

**496.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Mr\\_Eight's solution](#)

**497.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[Mr\\_Eight's solution](#)

**498.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Mr\\_Eight's solution](#)

**499.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Mr\\_Eight's solution](#)

**500.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Mr. Eight's solution](#)

**501.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Mr. Eight's solution](#)

**502.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Mr. Eight's solution](#)

**503.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[Mr. Eight's solution](#)

**504.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Mr. Eight's solution](#)

**505.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Mr. Eight's solution](#)

**506.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[Mr. Eight's solution](#)

**507.**

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Mr. Eight's solution](#)

**508.**

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-25 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[Mr. Eight's solution](#)

**509.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Mr. Eight's solution](#)

**510.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures

[Mr. Eight's solution](#)

**511.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Mr. Eight's solution](#)

**512.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, math

[Mr. Eight's solution](#)

**513.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Mr. Eight's solution](#)

**514.**

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2021-05-04 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: dp, sortings

[Mr. Eight's solution](#)

**515.**

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: data structures, dp

[Mr. Eight's solution](#)

**516.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-14 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: interactive, probabilities, trees

[Mr. Eight's solution](#)

**517.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Mr. Eight's solution](#)

**518.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Mr. Eight's solution](#)

**519.**

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, games

[Mr. Eight's solution](#)

**520.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math,

number theory

[Mr\\_Eight's solution](#)

**521.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[Mr\\_Eight's solution](#)

**522.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Mr\\_Eight's solution](#)

**523.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Mr\\_Eight's solution](#)

**524.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Mr\\_Eight's solution](#)

**525.**

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[Mr\\_Eight's solution](#)

**526.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Mr\\_Eight's solution](#)

**527.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mr\\_Eight's solution](#)

**528.**

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Mr\\_Eight's solution](#)

**529.**

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Mr\\_Eight's solution](#)

**530.**

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Mr\\_Eight's solution](#)

**531.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Mr. Eight's solution](#)

**532.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[Mr. Eight's solution](#)

**533.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures

[Mr. Eight's solution](#)

**534.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-06-12 · last AC: 2021-06-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, two pointers

[Mr. Eight's solution](#)

**535.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: dp, implementation

[Mr. Eight's solution](#)

**536.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: dp

[Mr. Eight's solution](#)

**537.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[Mr. Eight's solution](#)

**538.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-18 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Mr. Eight's solution](#)

**539.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-05-31 · last AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[Mr. Eight's solution](#)

**540.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[Mr. Eight's solution](#)

**541.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mr\\_Eight's solution](#)

**542.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Mr\\_Eight's solution](#)

**543.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Mr\\_Eight's solution](#)

**544.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Mr\\_Eight's solution](#)

**545.**

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[Mr\\_Eight's solution](#)

**546.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-12 · last AC: 2021-09-08 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[Mr\\_Eight's solution](#)

**547.**

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2021-09-03 · last AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[Mr\\_Eight's solution](#)

**548.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Mr\\_Eight's solution](#)

**549.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[Mr\\_Eight's solution](#)

**550.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Mr\\_Eight's solution](#)

**551.**

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Mr\\_Eight's solution](#)

**552.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: matrices, trees

[Mr. Eight's solution](#)

**553.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Mr. Eight's solution](#)

**554.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: binary search, dp, interactive

[Mr. Eight's solution](#)

**555.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees

[Mr. Eight's solution](#)

**556.**

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mr. Eight's solution](#)

**557.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-07 · last AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mr. Eight's solution](#)

**558.**

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Mr. Eight's solution](#)

**559.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Mr. Eight's solution](#)

**560.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 3300 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Mr. Eight's solution](#)

**561.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[Mr. Eight's solution](#)

**562.**

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[Mr. Eight's solution](#)

**563.**

1615G

[Maximum Adjacent Pairs · Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings

[Mr. Eight's solution](#)

**564.**

576E

[Painting Edges · Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Mr. Eight's solution](#)

**565.**

1340F

[Nastya and CBS · Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[Mr. Eight's solution](#)

**566.**

1580F

[Problems for Codeforces · Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-10-01 · last AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Mr. Eight's solution](#)

**567.**

1558F

[Strange Sort · Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Mr. Eight's solution](#)

**568.**

1517G

[Starry Night Camping · Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[Mr. Eight's solution](#)

**569.**

1785F

[Minimums or Medians · Tutorial](#)

Rating: 3400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, two pointers

[Mr. Eight's solution](#)

**570.**

1770G

[Koxia and Bracket · Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, math

[Mr. Eight's solution](#)

**571.**

1684H

[Hard Cut · Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Mr. Eight's solution](#)

**572.**

1137F

[Matches Are Not a Child's Play · Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Mr. Eight's solution](#)

**573.**

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[Mr. Eight's solution](#)

**574.**

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Mr. Eight's solution](#)

**575.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Mr. Eight's solution](#)

**576.**

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[Mr. Eight's solution](#)

**577.**

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Mr. Eight's solution](#)

**578.**

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[Mr. Eight's solution](#)

**579.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math

[Mr. Eight's solution](#)

**580.**

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mr. Eight's solution](#)

**581.**

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Mr. Eight's solution](#)

**582.**

100162C

[Expression with Sets](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mr. Eight's solution](#)

**583.**

100162K

[Ant versus Woodpecker](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mr\\_Eight's solution](#)

**584.**

100162A

[Box Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mr\\_Eight's solution](#)

**585.**

100162B

[Circle of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mr\\_Eight's solution](#)

**586.**

100162H

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**591.**

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**593.**

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**594.**

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**595.**

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**597.**

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**598.**

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Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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**599.**

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**601.**

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**602.**

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**603.**

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**604.**

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**611.**

1662G

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**612.**

1662O

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**613.**

1662D

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**614.**

1662I

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**615.**

1662M

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**616.**

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**617.**

1662F

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Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

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**618.**

1662A

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Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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**619.**

102586J

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**620.**

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Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, combinatorics, dp, math

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1663H

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**622.**

1663B

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**623.**

1663C

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**624.**

1663A

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**625.**

102465J

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**626.**

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**627.**

102644B

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Rating: — · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: —

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**628.**

102644A

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