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Unique solved — NBarykin

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

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Filters: none

Count: 269

- 1.**
2217A
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Quality: 21,841 global accepts · Rating: 800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[NBarykin's solution](#)
- 2.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,257 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[NBarykin's solution](#)
- 3.**
2145A
[Candies for Nephews](#) · [Tutorial](#)
Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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- 4.**
1909A
[Distinct Buttons](#) · [Tutorial](#)
Quality: 18,930 global accepts · Rating: 800 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[NBarykin's solution](#)
- 5.**
1991A
[Maximize the Last Element](#) · [Tutorial](#)
Quality: 24,426 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[NBarykin's solution](#)
- 6.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[NBarykin's solution](#)
- 7.**
1615A
[Closing The Gap](#) · [Tutorial](#)
Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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- 8.**
1515A
[Phoenix and Gold](#) · [Tutorial](#)
Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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- 9.**
1482A
[Prison Break](#) · [Tutorial](#)
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10.

1415A

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11.

1393A

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12.

1371A

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13.

1370A

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Quality: 64,492 global accepts · Rating: 800 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
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14.

1337A

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15.

1312A

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16.

1300A

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17.

1287A

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18.

1284A

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19.

266B

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20.

1236A

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21.

1228A

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22.

1196A

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23.

1178A

[Prime Minister](#) · [Tutorial](#)

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24.

1180A

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25.

1148A

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26.

2048B

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27.

1337B

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28.

1330A

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29.

1326B

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30.

1313A

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31.

1282A

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32.

1225A

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33.

1187A

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34.

2217B

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35.

2145B

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36.

103433M

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37.

1515B

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38.

1333A

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39.

1326A

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40.

1312B

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1300B

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42.

1266B

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43.

1266A

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44.

1265A

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45.

1225B1

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46.

1251A

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47.

1199B

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48.

1199A

[City Day](#) · [Tutorial](#)

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49.

2208B

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50.

1991B

[AND Reconstruction](#) · [Tutorial](#)

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51.

1415B

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52.

1375A

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53.

1370B

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54.

1366A

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55.

1365A

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56.

1333B

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57.

1334B

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58.

1327A

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59.

1288B

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

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60.

1288A

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61.

1263A

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62.

1227A

[Math Problem](#) · [Tutorial](#)

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63.

1909B

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64.

1375B

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65.

1364A

[XXXXX](#) · [Tutorial](#)

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66.

1334A

[Level Statistics](#) · [Tutorial](#)

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67.

1327B

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68.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms
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69.

1196B

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70.

2208C

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71.

2145C

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72.

1991C

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Quality: 17,709 global accepts · Rating: 1300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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73.

1615B

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Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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74.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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75.

1371C

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76.

1364B

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77.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

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78.

1365B

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Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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79.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

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80.

1265B

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Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

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81.

1236C

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Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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82.

1178C

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Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

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83.

1178B

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84.

1187B

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

[NBarykin's solution](#)

85.

1909C

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86.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

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87.

1515C

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[NBarykin's solution](#)

88.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

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89.

1393B

[Applejack and Storages](#) · [Tutorial](#)

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90.

1375C

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91.

1370C

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92.

1365C

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Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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93.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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94.

1312C

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[NBarykin's solution](#)

95.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

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[NBarykin's solution](#)

96.

1282B1

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97.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[NBarykin's solution](#)

98.

1263B

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Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[NBarykin's solution](#)

99.

1251B

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Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: greedy, strings

[NBarykin's solution](#)

100.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[NBarykin's solution](#)

101.

1515D

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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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102.

1482B

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103.

1366C

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104.

1338A

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Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NBarykin's solution](#)

105.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[NBarykin's solution](#)

106.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[NBarykin's solution](#)

107.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[NBarykin's solution](#)

108.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[NBarykin's solution](#)

109.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[NBarykin's solution](#)

110.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: greedy, math

[NBarykin's solution](#)

111.

1265C

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

Rating: 1500 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[NBarykin's solution](#)

112.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[NBarykin's solution](#)

113.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[NBarykin's solution](#)

114.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[NBarykin's solution](#)

115.

1178D

[Prime Graph](#) · [Tutorial](#)

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

[NBarykin's solution](#)

116.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[NBarykin's solution](#)

117.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[NBarykin's solution](#)

118.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[NBarykin's solution](#)

119.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[NBarykin's solution](#)

120.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NBarykin's solution](#)

121.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NBarykin's solution](#)

122.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[NBarykin's solution](#)

123.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[NBarykin's solution](#)

124.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[NBarykin's solution](#)

125.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[NBarykin's solution](#)

126.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[NBarykin's solution](#)

127.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[NBarykin's solution](#)

128.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[NBarykin's solution](#)

129.

1227D1

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

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: data structures, greedy

[NBarykin's solution](#)

130.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[NBarykin's solution](#)

131.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: greedy, two pointers

[NBarykin's solution](#)

132.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: two pointers

[NBarykin's solution](#)

133.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[NBarykin's solution](#)

134.

1086B

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

Rating: 1700 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[NBarykin's solution](#)

135.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[NBarykin's solution](#)

136.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[NBarykin's solution](#)

137.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[NBarykin's solution](#)

138.

1330D

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

Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[NBarykin's solution](#)

139.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[NBarykin's solution](#)

140.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[NBarykin's solution](#)

141.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[NBarykin's solution](#)

142.

1321D

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

Rating: 1700 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[NBarykin's solution](#)

143.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NBarykin's solution](#)

144.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[NBarykin's solution](#)

145.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[NBarykin's solution](#)

146.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[NBarykin's solution](#)

147.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[NBarykin's solution](#)

148.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[NBarykin's solution](#)

149.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[NBarykin's solution](#)

150.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[NBarykin's solution](#)

151.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[NBarykin's solution](#)

152.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[NBarykin's solution](#)

153.

1330C

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

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[NBarykin's solution](#)

154.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NBarykin's solution](#)

155.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[NBarykin's solution](#)

156.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[NBarykin's solution](#)

157.

1291D

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

Rating: 1800 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[NBarykin's solution](#)

158.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[NBarykin's solution](#)

159.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: math, number theory

[NBarykin's solution](#)

160.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[NBarykin's solution](#)

161.

1282C

[Petya and Exam](#) · [Tutorial](#)

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

[NBarykin's solution](#)

162.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[NBarykin's solution](#)

163.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[NBarykin's solution](#)

164.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[NBarykin's solution](#)

165.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[NBarykin's solution](#)

166.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NBarykin's solution](#)

167.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[NBarykin's solution](#)

168.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[NBarykin's solution](#)

169.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[NBarykin's solution](#)

170.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[NBarykin's solution](#)

171.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[NBarykin's solution](#)

172.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[NBarykin's solution](#)

173.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[NBarykin's solution](#)

174.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[NBarykin's solution](#)

175.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[NBarykin's solution](#)

176.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[NBarykin's solution](#)

177.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[NBarykin's solution](#)

178.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[NBarykin's solution](#)

179.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[NBarykin's solution](#)

180.

1265D

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

Rating: 1900 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[NBarykin's solution](#)

181.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[NBarykin's solution](#)

182.

103433L

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

Rating: 2000 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NBarykin's solution](#)

183.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[NBarykin's solution](#)

184.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[NBarykin's solution](#)

185.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[NBarykin's solution](#)

186.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[NBarykin's solution](#)

187.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2020-06-13 · last AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[NBarykin's solution](#)

188.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[NBarykin's solution](#)

189.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NBarykin's solution](#)

190.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[NBarykin's solution](#)

191.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[NBarykin's solution](#)

192.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[NBarykin's solution](#)

193.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[NBarykin's solution](#)

194.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[NBarykin's solution](#)

195.

1321E

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

Rating: 2000 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[NBarykin's solution](#)

196.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[NBarykin's solution](#)

197.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[NBarykin's solution](#)

198.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: data structures

[NBarykin's solution](#)

199.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[NBarykin's solution](#)

200.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[NBarykin's solution](#)

201.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[NBarykin's solution](#)

202.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[NBarykin's solution](#)

203.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[NBarykin's solution](#)

204.

1159E

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

Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math

[NBarykin's solution](#)

205.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[NBarykin's solution](#)

206.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[NBarykin's solution](#)

207.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[NBarykin's solution](#)

208.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[NBarykin's solution](#)

209.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[NBarykin's solution](#)

210.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[NBarykin's solution](#)

211.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[NBarykin's solution](#)

212.

1355E

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

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[NBarykin's solution](#)

213.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[NBarykin's solution](#)

214.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[NBarykin's solution](#)

215.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: dp, greedy

[NBarykin's solution](#)

216.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, math, sortings

[NBarykin's solution](#)

217.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[NBarykin's solution](#)

218.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[NBarykin's solution](#)

219.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[NBarykin's solution](#)

220.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[NBarykin's solution](#)

221.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[NBarykin's solution](#)

222.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[NBarykin's solution](#)

223.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[NBarykin's solution](#)

224.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[NBarykin's solution](#)

225.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[NBarykin's solution](#)

226.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[NBarykin's solution](#)

227.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[NBarykin's solution](#)

228.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NBarykin's solution](#)

229.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[NBarykin's solution](#)

230.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[NBarykin's solution](#)

231.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NBarykin's solution](#)

232.

1086C

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

Rating: 2300 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[NBarykin's solution](#)

233.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[NBarykin's solution](#)

234.

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[NBarykin's solution](#)

235.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[NBarykin's solution](#)

236.

103433C

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

Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NBarykin's solution](#)

237.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[NBarykin's solution](#)

238.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[NBarykin's solution](#)

239.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[NBarykin's solution](#)

240.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[NBarykin's solution](#)

241.

1174F

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

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[NBarykin's solution](#)

242.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[NBarykin's solution](#)

243.

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[NBarykin's solution](#)

244.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[NBarykin's solution](#)

245.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[NBarykin's solution](#)

246.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[NBarykin's solution](#)

247.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[NBarykin's solution](#)

248.

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive,

math

[NBarykin's solution](#)

249.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[NBarykin's solution](#)

250.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[NBarykin's solution](#)

251.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: data structures

[NBarykin's solution](#)

252.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: data structures

[NBarykin's solution](#)

253.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: data structures, dsu

[NBarykin's solution](#)

254.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[NBarykin's solution](#)

255.

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[NBarykin's solution](#)

256.

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[NBarykin's solution](#)

257.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[NBarykin's solution](#)

258.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[NBarykin's solution](#)

259.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,147 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[NBarykin's solution](#)

260.

105442L

[Watchdogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[NBarykin's solution](#)

261.

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[NBarykin's solution](#)

262.

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NBarykin's solution](#)

263.

105442D

[Fishception](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NBarykin's solution](#)

264.

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NBarykin's solution](#)

265.

105442B

[Cowproximation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[NBarykin's solution](#)

266.

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NBarykin's solution](#)

267.

105442F

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[NBarykin's solution](#)

268.

105442I

[P||k Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[NBarykin's solution](#)

269.

105442K

[Fellow Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NBarykin's solution](#)