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Unique solved — NaimSS

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

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

Filters: none

Count: 4,151

1.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[NaimSS's solution](#)

2.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-04-01 · Go (first AC) · Tags: dp, greedy, sortings

[NaimSS's solution](#)

3.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-04-01 · Go (first AC) · Tags: greedy, strings

[NaimSS's solution](#)

4.

2090A

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Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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5.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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6.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[NaimSS's solution](#)

7.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

8.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[NaimSS's solution](#)

9.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-02-04 · Rust 2021 (first AC) · Tags: greedy, implementation

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10.

1921A

[Square](#) · [Tutorial](#)

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11.

1915A

[Odd One Out](#) · [Tutorial](#)

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[NaimSS's solution](#)

12.

1914B

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

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13.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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14.

1902A

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Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

15.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

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16.

1866A

[Ambitious Kid](#) · [Tutorial](#)

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[NaimSS's solution](#)

17.

1849A

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[NaimSS's solution](#)

18.

1844A

[Subtraction Game](#) · [Tutorial](#)

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19.

620A

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[NaimSS's solution](#)

20.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[NaimSS's solution](#)

21.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[NaimSS's solution](#)

22.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

23.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

24.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

25.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[NaimSS's solution](#)

26.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

27.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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28.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

29.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[NaimSS's solution](#)

30.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

31.

1734A

[Select Three Sticks](#) · [Tutorial](#)

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32.

1717A

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

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33.

1582A

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34.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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35.

1709A

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Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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36.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[NaimSS's solution](#)

37.

1705A

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

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38.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

39.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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40.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

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41.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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42.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,534 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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43.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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44.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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45.

1656A

[Good Pairs](#) · [Tutorial](#)

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[NaimSS's solution](#)

46.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

47.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[NaimSS's solution](#)

48.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

49.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

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[NaimSS's solution](#)

50.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

51.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[NaimSS's solution](#)

52.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

53.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

54.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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55.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[NaimSS's solution](#)

56.

1525A

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Quality: 27,002 global accepts · Rating: 800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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57.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

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58.

1498A

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59.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

60.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[NaimSS's solution](#)

61.

1491A

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[NaimSS's solution](#)

62.

1487A

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Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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63.

1473A

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Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[NaimSS's solution](#)

64.

796A

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65.

1462A

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66.

1462B

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67.

1461A

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

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68.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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69.

1453A

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Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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70.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[NaimSS's solution](#)

71.

1455A

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Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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72.

710A

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Quality: 14,786 global accepts · Rating: 800 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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73.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[NaimSS's solution](#)

74.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math
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75.

1443A

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Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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76.

1445A

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Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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77.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math
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78.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[NaimSS's solution](#)

79.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[NaimSS's solution](#)

80.

1433A

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Quality: 62,647 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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81.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
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82.

1428A

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Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math
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83.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[NaimSS's solution](#)

84.

1422A

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Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[NaimSS's solution](#)

85.

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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86.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[NaimSS's solution](#)

87.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[NaimSS's solution](#)

88.

1409A

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

Quality: 80,422 global accepts · Rating: 800 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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89.

1397A

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Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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90.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
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91.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: implementation, math
[NaimSS's solution](#)

92.

1392A

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

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93.

1398B

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Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: games, greedy, sortings
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94.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: geometry, math
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95.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
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96.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[NaimSS's solution](#)

97.

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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98.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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99.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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100.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

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101.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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102.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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103.

1114A

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Quality: 19,755 global accepts · Rating: 800 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[NaimSS's solution](#)

104.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[NaimSS's solution](#)

105.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

106.

1385A

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Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

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107.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

108.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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109.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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110.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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111.

1372A

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Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

112.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[NaimSS's solution](#)

113.

1371A

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Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

114.

1374A

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Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math

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115.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[NaimSS's solution](#)

116.

1370A

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Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[NaimSS's solution](#)

117.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[NaimSS's solution](#)

118.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

119.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

120.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

121.

1347A

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

Rating: 800 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: *special

[NaimSS's solution](#)

122.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,722 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

123.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

124.

630A

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

Quality: 93,508 global accepts · Rating: 800 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[NaimSS's solution](#)

125.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

126.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

127.

1353B

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

Quality: 58,124 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

128.

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

129.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,114 global accepts · Rating: 800 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[NaimSS's solution](#)

130.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[NaimSS's solution](#)

131.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

132.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[NaimSS's solution](#)

133.

899A

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

Quality: 11,097 global accepts · Rating: 800 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[NaimSS's solution](#)

134.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[NaimSS's solution](#)

135.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[NaimSS's solution](#)

136.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

137.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[NaimSS's solution](#)

138.

1337A

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

Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[NaimSS's solution](#)

139.

1335A

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

Quality: 104,797 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

140.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

141.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

142.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

143.

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[NaimSS's solution](#)

144.

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: math

[NaimSS's solution](#)

145.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[NaimSS's solution](#)

146.

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

147.

1102A

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Quality: 26,614 global accepts · Rating: 800 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

148.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

149.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[NaimSS's solution](#)

150.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[NaimSS's solution](#)

151.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

152.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,668 global accepts · Rating: 800 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[NaimSS's solution](#)

153.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,490 global accepts · Rating: 800 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

154.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

[NaimSS's solution](#)

155.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[NaimSS's solution](#)

156.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[NaimSS's solution](#)

157.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

158.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[NaimSS's solution](#)

159.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

160.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

161.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

162.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[NaimSS's solution](#)

163.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

164.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[NaimSS's solution](#)

165.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[NaimSS's solution](#)

166.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: implementation, math
[NaimSS's solution](#)

167.

1296A

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

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

168.

1294A

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169.

1285A

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Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

170.

1284A

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

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

171.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[NaimSS's solution](#)

172.

1283A

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

Quality: 61,297 global accepts · Rating: 800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math
[NaimSS's solution](#)

173.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[NaimSS's solution](#)

174.

1162A

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

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

175.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

176.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

177.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

178.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

179.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

180.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

181.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,554 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

182.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

183.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

184.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[NaimSS's solution](#)

185.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[NaimSS's solution](#)

186.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

187.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[NaimSS's solution](#)

188.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[NaimSS's solution](#)

189.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,366 global accepts · Rating: 800 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

190.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[NaimSS's solution](#)

191.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[NaimSS's solution](#)

192.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

193.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

194.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

195.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[NaimSS's solution](#)

196.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

197.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

198.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: strings

[NaimSS's solution](#)

199.

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: math

[NaimSS's solution](#)

200.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: implementation

[NaimSS's solution](#)

201.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[NaimSS's solution](#)

202.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: implementation

[NaimSS's solution](#)

203.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: dp, implementation, math

[NaimSS's solution](#)

204.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: implementation

[NaimSS's solution](#)

205.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

206.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: implementation

[NaimSS's solution](#)

207.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: implementation

[NaimSS's solution](#)

208.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

209.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[NaimSS's solution](#)

210.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[NaimSS's solution](#)

211.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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212.

1047A

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Quality: 21,286 global accepts · Rating: 800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: math

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213.

1058A

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

Rating: 800 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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214.

1060A

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Quality: 15,716 global accepts · Rating: 800 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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215.

1065A

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216.

1148A

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Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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217.

1064A

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218.

1072A

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219.

1061A

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220.

1080A

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221.

1088A

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222.

1093A

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223.

1096A

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Quality: 19,632 global accepts · Rating: 800 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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224.

1099A

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225.

1104A

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Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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226.

1106A

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227.

1131A

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228.

1130A

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229.

1167A

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230.

1136A

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[NaimSS's solution](#)

231.

1139A

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232.

1143A

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233.

1159A

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234.

1150A

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235.

1154A

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236.

546A

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237.

540A

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238.

1144A

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239.

1954A

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240.

1921C

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[NaimSS's solution](#)

241.

611A

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Quality: 12,180 global accepts · Rating: 900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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242.

1758B

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Quality: 23,890 global accepts · Rating: 900 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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243.

1726A

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244.

1582B

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245.

1709B

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246.

1705B

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247.

1665B

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248.

1525B

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249.

1606A

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250.

1494A

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251.

598A

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252.

1462C

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253.

1440B

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254.

616A

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255.

1445B

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Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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256.

808A

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257.

1433C

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258.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

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259.

1430A

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[NaimSS's solution](#)

260.

893A

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[NaimSS's solution](#)

261.

1419A

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262.

1406A

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263.

622B

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[NaimSS's solution](#)

264.

1401A

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265.

903A

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[NaimSS's solution](#)

266.

1380A

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267.

1374B

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Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

268.

1373B

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Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games

[NaimSS's solution](#)

269.

765A

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270.

1354A

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271.

1350A

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272.

1351B

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273.

980A

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274.

961A

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275.

1341A

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276.

1343A

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277.

1337B

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278.

1025A

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279.

1335B

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[NaimSS's solution](#)

280.

1339A

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281.

1330A

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282.

981A

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283.

496A

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284.

1326B

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285.

1079A

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Rating: 900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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286.

1110A

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287.

1324A

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288.

1095B

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289.

1321A

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290.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[NaimSS's solution](#)

291.

1295A

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[NaimSS's solution](#)

292.

1296B

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293.

1291A

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Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

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294.

989A

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Quality: 11,161 global accepts · Rating: 900 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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295.

1283B

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Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

296.

1279A

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Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

297.

1282A

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Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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298.

1272A

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Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[NaimSS's solution](#)

299.

1247A

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Rating: 900 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math

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300.

1248B

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[NaimSS's solution](#)

301.

1238A

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Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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302.

1216B

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303.

1213A

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[NaimSS's solution](#)

304.

1208A

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Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

305.

1204B

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Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

306.

1206B

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Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[NaimSS's solution](#)

307.

991B

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Quality: 13,733 global accepts · Rating: 900 · first AC: 2019-08-05 · last AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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308.

1201A

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309.

1197A

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[NaimSS's solution](#)

310.

1004A

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Quality: 11,858 global accepts · Rating: 900 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

311.

1008A

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Quality: 16,360 global accepts · Rating: 900 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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312.

1011A

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313.

1183B

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314.

1187A

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315.

1016A

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Quality: 15,974 global accepts · Rating: 900 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

316.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[NaimSS's solution](#)

317.

1175A

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Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

318.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

319.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

320.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[NaimSS's solution](#)

321.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[NaimSS's solution](#)

322.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[NaimSS's solution](#)

323.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

324.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[NaimSS's solution](#)

325.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[NaimSS's solution](#)

326.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: greedy, math

[NaimSS's solution](#)

327.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,490 global accepts · Rating: 900 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[NaimSS's solution](#)

328.

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[NaimSS's solution](#)

329.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

330.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

331.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[NaimSS's solution](#)

332.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

333.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-04-01 · Go (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

334.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[NaimSS's solution](#)

335.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[NaimSS's solution](#)

336.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

337.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[NaimSS's solution](#)

338.

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

339.

628A

[Tennis Tournament](#) · [Tutorial](#)

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

340.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,916 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[NaimSS's solution](#)

341.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1000 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[NaimSS's solution](#)

342.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[NaimSS's solution](#)

343.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

344.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[NaimSS's solution](#)

345.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · last AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[NaimSS's solution](#)

346.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

347.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

348.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[NaimSS's solution](#)

349.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[NaimSS's solution](#)

350.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[NaimSS's solution](#)

351.

1430C

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

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[NaimSS's solution](#)

352.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

353.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[NaimSS's solution](#)

354.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

355.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

356.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

357.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, math

[NaimSS's solution](#)

358.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

359.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

360.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

361.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

362.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,921 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[NaimSS's solution](#)

363.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

364.

1362A

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

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: implementation

[NaimSS's solution](#)

365.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[NaimSS's solution](#)

366.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[NaimSS's solution](#)

367.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[NaimSS's solution](#)

368.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[NaimSS's solution](#)

369.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

370.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

371.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

372.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

373.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

374.

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: math

[NaimSS's solution](#)

375.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

376.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[NaimSS's solution](#)

377.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

378.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[NaimSS's solution](#)

379.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[NaimSS's solution](#)

380.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[NaimSS's solution](#)

381.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[NaimSS's solution](#)

382.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[NaimSS's solution](#)

383.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

384.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[NaimSS's solution](#)

385.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: greedy, math

[NaimSS's solution](#)

386.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[NaimSS's solution](#)

387.

1266B

[Dice Tower](#) · [Tutorial](#)

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

[NaimSS's solution](#)

388.

1266A

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

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[NaimSS's solution](#)

389.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

390.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

391.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

392.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

393.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

394.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

395.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

396.

1247B1

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

Rating: 1000 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

397.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[NaimSS's solution](#)

398.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[NaimSS's solution](#)

399.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[NaimSS's solution](#)

400.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

401.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

402.

1241B

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

Rating: 1000 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[NaimSS's solution](#)

403.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

404.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

405.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[NaimSS's solution](#)

406.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

407.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

408.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

409.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

410.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[NaimSS's solution](#)

411.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

412.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

413.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

414.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[NaimSS's solution](#)

415.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

416.

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

417.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[NaimSS's solution](#)

418.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[NaimSS's solution](#)

419.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: implementation, math

[NaimSS's solution](#)

420.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[NaimSS's solution](#)

421.

1020A

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

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: math

[NaimSS's solution](#)

422.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: math

[NaimSS's solution](#)

423.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

424.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: greedy

[NaimSS's solution](#)

425.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

426.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

427.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[NaimSS's solution](#)

428.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[NaimSS's solution](#)

429.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

430.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

431.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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432.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

433.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

434.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[NaimSS's solution](#)

435.

1084A

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Quality: 8,230 global accepts · Rating: 1000 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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436.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

437.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

438.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

439.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

440.

1165B

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Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[NaimSS's solution](#)

441.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: implementation

[NaimSS's solution](#)

442.

1136B

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[NaimSS's solution](#)

443.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

444.

1155A

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Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[NaimSS's solution](#)

445.

1151A

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Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

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446.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,612 global accepts · Rating: 1000 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

447.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[NaimSS's solution](#)

448.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

449.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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450.

1948B

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Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[NaimSS's solution](#)

451.

1921D

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Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-02-04 · Rust 2021 (first AC) · Tags: data structures, greedy, sortings, two pointers

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452.

1914C

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Quality: 39,532 global accepts · Rating: 1100 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

453.

1902B

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Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[NaimSS's solution](#)

454.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[NaimSS's solution](#)

455.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[NaimSS's solution](#)

456.

1739B

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Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

457.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
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458.

1717B

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Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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459.

1706B

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Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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460.

1669F

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Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[NaimSS's solution](#)

461.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[NaimSS's solution](#)

462.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers
[NaimSS's solution](#)

463.

1633C

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Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[NaimSS's solution](#)

464.

1638B

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465.

1626B

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466.

1625B

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467.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[NaimSS's solution](#)

468.

1492B

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Quality: 20,405 global accepts · Rating: 1100 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
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469.

1463A

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470.

1457B

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Rating: 1100 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
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471.

1455C

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472.

883M

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[NaimSS's solution](#)

473.

1435B

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Rating: 1100 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[NaimSS's solution](#)

474.

797A

[k-Factorization](#) · [Tutorial](#)

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[NaimSS's solution](#)

475.

1421B

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476.

1428C

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Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[NaimSS's solution](#)

477.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[NaimSS's solution](#)

478.

919B

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Quality: 31,607 global accepts · Rating: 1100 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

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479.

1407A

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Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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480.

1409B

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[NaimSS's solution](#)

481.

1401B

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Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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482.

792A

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Quality: 9,709 global accepts · Rating: 1100 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[NaimSS's solution](#)

483.

1395B

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Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

484.

825A

[Binary Protocol](#) · [Tutorial](#)

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485.

813A

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Quality: 5,435 global accepts · Rating: 1100 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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486.

1382B

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487.

884B

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488.

938B

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489.

1375A

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490.

1370B

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491.

1366A

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492.

765B

[Code obfuscation](#) · [Tutorial](#)

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493.

1119A

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494.

1365A

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495.

955A

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Quality: 7,024 global accepts · Rating: 1100 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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496.

1360C

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497.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

498.

630J

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Quality: 12,715 global accepts · Rating: 1100 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[NaimSS's solution](#)

499.

630C

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Quality: 26,917 global accepts · Rating: 1100 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

500.

946B

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Quality: 11,474 global accepts · Rating: 1100 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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501.

1345B

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Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[NaimSS's solution](#)

502.

1231C

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Quality: 4,363 global accepts · Rating: 1100 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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503.

845A

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Quality: 8,479 global accepts · Rating: 1100 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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504.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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505.

1335C

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Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[NaimSS's solution](#)

506.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

507.

602A

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Quality: 8,796 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

508.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

509.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,194 global accepts · Rating: 1100 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[NaimSS's solution](#)

510.

1332A

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Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[NaimSS's solution](#)

511.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

512.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[NaimSS's solution](#)

513.

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[NaimSS's solution](#)

514.

987B

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Quality: 12,222 global accepts · Rating: 1100 · first AC: 2020-03-18 · last AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

515.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[NaimSS's solution](#)

516.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
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517.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[NaimSS's solution](#)

518.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

519.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search
[NaimSS's solution](#)

520.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[NaimSS's solution](#)

521.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

522.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

523.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

524.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[NaimSS's solution](#)

525.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

526.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

527.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

528.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[NaimSS's solution](#)

529.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[NaimSS's solution](#)

530.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: sortings

[NaimSS's solution](#)

531.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

532.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[NaimSS's solution](#)

533.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

534.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[NaimSS's solution](#)

535.

1058B

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

Rating: 1100 · first AC: 2019-06-06 · last AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[NaimSS's solution](#)

536.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[NaimSS's solution](#)

537.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

538.

706B

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

Quality: 84,449 global accepts · Rating: 1100 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation
[NaimSS's solution](#)

539.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[NaimSS's solution](#)

540.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[NaimSS's solution](#)

541.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[NaimSS's solution](#)

542.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: greedy, implementation
[NaimSS's solution](#)

543.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[NaimSS's solution](#)

544.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: implementation, math

[NaimSS's solution](#)

545.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[NaimSS's solution](#)

546.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

547.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

548.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

549.

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[NaimSS's solution](#)

550.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-04-01 · Go (first AC) · Tags: binary search, greedy, math

[NaimSS's solution](#)

551.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

552.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[NaimSS's solution](#)

553.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy,

implementation, sortings

[NaimSS's solution](#)

554.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[NaimSS's solution](#)

555.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

556.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

557.

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[NaimSS's solution](#)

558.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[NaimSS's solution](#)

559.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[NaimSS's solution](#)

560.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[NaimSS's solution](#)

561.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[NaimSS's solution](#)

562.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[NaimSS's solution](#)

563.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

564.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[NaimSS's solution](#)

565.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

566.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

567.

1433D

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

Quality: 30,579 global accepts · Rating: 1200 · first AC: 2020-10-20 · last AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[NaimSS's solution](#)

568.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[NaimSS's solution](#)

569.

655B

[Mischievous Mess Makers](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

570.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

571.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[NaimSS's solution](#)

572.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[NaimSS's solution](#)

573.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[NaimSS's solution](#)

574.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

575.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

576.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

577.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[NaimSS's solution](#)

578.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,636 global accepts · Rating: 1200 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

579.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

580.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

581.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

582.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

583.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

584.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

585.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[NaimSS's solution](#)

586.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[NaimSS's solution](#)

587.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

588.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[NaimSS's solution](#)

589.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[NaimSS's solution](#)

590.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[NaimSS's solution](#)

591.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[NaimSS's solution](#)

592.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[NaimSS's solution](#)

593.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[NaimSS's solution](#)

594.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[NaimSS's solution](#)

595.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[NaimSS's solution](#)

596.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[NaimSS's solution](#)

597.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[NaimSS's solution](#)

598.

1352C

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

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[NaimSS's solution](#)

599.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

600.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

601.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[NaimSS's solution](#)

602.

1343C

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

Quality: 44,067 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[NaimSS's solution](#)

603.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[NaimSS's solution](#)

604.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

605.

1339B

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

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[NaimSS's solution](#)

606.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[NaimSS's solution](#)

607.

1097B

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

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp
[NaimSS's solution](#)

608.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: greedy, implementation
[NaimSS's solution](#)

609.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[NaimSS's solution](#)

610.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: games
[NaimSS's solution](#)

611.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[NaimSS's solution](#)

612.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy
[NaimSS's solution](#)

613.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[NaimSS's solution](#)

614.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation
[NaimSS's solution](#)

615.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[NaimSS's solution](#)

616.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[NaimSS's solution](#)

617.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

618.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[NaimSS's solution](#)

619.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[NaimSS's solution](#)

620.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,922 global accepts · Rating: 1200 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[NaimSS's solution](#)

621.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

622.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[NaimSS's solution](#)

623.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

624.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[NaimSS's solution](#)

625.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NaimSS's solution](#)

626.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

627.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings,

strings, two pointers

[NaimSS's solution](#)

628.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

629.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[NaimSS's solution](#)

630.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[NaimSS's solution](#)

631.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[NaimSS's solution](#)

632.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

633.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NaimSS's solution](#)

634.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

635.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

636.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

637.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

638.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[NaimSS's solution](#)

639.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

640.

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[NaimSS's solution](#)

641.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

642.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[NaimSS's solution](#)

643.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: implementation, math

[NaimSS's solution](#)

644.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: greedy

[NaimSS's solution](#)

645.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: implementation

[NaimSS's solution](#)

646.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

647.

1185B

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

Quality: 14,222 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

648.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[NaimSS's solution](#)

649.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: greedy

[NaimSS's solution](#)

650.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[NaimSS's solution](#)

651.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: implementation, math

[NaimSS's solution](#)

652.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: dp, greedy, math

[NaimSS's solution](#)

653.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

654.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[NaimSS's solution](#)

655.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

656.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[NaimSS's solution](#)

657.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[NaimSS's solution](#)

658.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[NaimSS's solution](#)

659.

1064B

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

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

660.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

661.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[NaimSS's solution](#)

662.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[NaimSS's solution](#)

663.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

664.

1084B

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

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2019-05-25 · last AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

665.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

666.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[NaimSS's solution](#)

667.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[NaimSS's solution](#)

668.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[NaimSS's solution](#)

669.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

670.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

671.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

672.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[NaimSS's solution](#)

673.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[NaimSS's solution](#)

674.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[NaimSS's solution](#)

675.

1150C

[Prefix Sum Primes](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[NaimSS's solution](#)

676.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

677.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[NaimSS's solution](#)

678.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-04-01 · Go (first AC) · Tags: brute force, math, number theory, two pointers

[NaimSS's solution](#)

679.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[NaimSS's solution](#)

680.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force,

implementation

[NaimSS's solution](#)

681.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[NaimSS's solution](#)

682.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[NaimSS's solution](#)

683.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[NaimSS's solution](#)

684.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[NaimSS's solution](#)

685.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

686.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[NaimSS's solution](#)

687.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[NaimSS's solution](#)

688.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[NaimSS's solution](#)

689.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[NaimSS's solution](#)

690.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[NaimSS's solution](#)

691.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[NaimSS's solution](#)

692.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[NaimSS's solution](#)

693.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,110 global accepts · Rating: 1300 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[NaimSS's solution](#)

694.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[NaimSS's solution](#)

695.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math
[NaimSS's solution](#)

696.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[NaimSS's solution](#)

697.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[NaimSS's solution](#)

698.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[NaimSS's solution](#)

699.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[NaimSS's solution](#)

700.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[NaimSS's solution](#)

701.

1454D

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

Quality: 22,147 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[NaimSS's solution](#)

702.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[NaimSS's solution](#)

703.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[NaimSS's solution](#)

704.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

705.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[NaimSS's solution](#)

706.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

707.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

708.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[NaimSS's solution](#)

709.

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

710.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

711.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number

theory

[NaimSS's solution](#)

712.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[NaimSS's solution](#)

713.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: implementation

[NaimSS's solution](#)

714.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[NaimSS's solution](#)

715.

1372B

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

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[NaimSS's solution](#)

716.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

717.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

718.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

719.

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[NaimSS's solution](#)

720.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[NaimSS's solution](#)

721.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[NaimSS's solution](#)

722.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

723.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

724.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[NaimSS's solution](#)

725.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

726.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

727.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

728.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[NaimSS's solution](#)

729.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

730.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

731.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2020-05-13 · last AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

732.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

733.

899C

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

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[NaimSS's solution](#)

734.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[NaimSS's solution](#)

735.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

736.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

737.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[NaimSS's solution](#)

738.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[NaimSS's solution](#)

739.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[NaimSS's solution](#)

740.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[NaimSS's solution](#)

741.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

742.

1323C

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

Rating: 1300 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

743.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[NaimSS's solution](#)

744.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[NaimSS's solution](#)

745.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[NaimSS's solution](#)

746.

982B

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

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[NaimSS's solution](#)

747.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

748.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

749.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[NaimSS's solution](#)

750.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[NaimSS's solution](#)

751.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NaimSS's solution](#)

752.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[NaimSS's solution](#)

753.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation,

math, two pointers

[NaimSS's solution](#)

754.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[NaimSS's solution](#)

755.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NaimSS's solution](#)

756.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

757.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[NaimSS's solution](#)

758.

1247B2

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

Rating: 1300 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[NaimSS's solution](#)

759.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[NaimSS's solution](#)

760.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[NaimSS's solution](#)

761.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[NaimSS's solution](#)

762.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

763.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

764.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
[NaimSS's solution](#)

765.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[NaimSS's solution](#)

766.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[NaimSS's solution](#)

767.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[NaimSS's solution](#)

768.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[NaimSS's solution](#)

769.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[NaimSS's solution](#)

770.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[NaimSS's solution](#)

771.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[NaimSS's solution](#)

772.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[NaimSS's solution](#)

773.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[NaimSS's solution](#)

774.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[NaimSS's solution](#)

775.

1008C

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

Rating: 1300 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

776.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

777.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

778.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[NaimSS's solution](#)

779.

1187B

[Letters Shop](#) · [Tutorial](#)

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

[NaimSS's solution](#)

780.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

781.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

782.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[NaimSS's solution](#)

783.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy

[NaimSS's solution](#)

784.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

785.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: dp, greedy, math

[NaimSS's solution](#)

786.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,812 global accepts · Rating: 1300 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

787.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[NaimSS's solution](#)

788.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[NaimSS's solution](#)

789.

1058C

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

Rating: 1300 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

790.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

791.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[NaimSS's solution](#)

792.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[NaimSS's solution](#)

793.

1064C

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

Rating: 1300 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

794.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[NaimSS's solution](#)

795.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

796.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

797.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[NaimSS's solution](#)

798.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

799.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

800.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[NaimSS's solution](#)

801.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: greedy

[NaimSS's solution](#)

802.

1159B

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

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

803.

1113B

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

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[NaimSS's solution](#)

804.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

805.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

806.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[NaimSS's solution](#)

807.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,025 global accepts · Rating: 1300 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[NaimSS's solution](#)

808.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[NaimSS's solution](#)

809.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2020-07-06 · last AC: 2025-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[NaimSS's solution](#)

810.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[NaimSS's solution](#)

811.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[NaimSS's solution](#)

812.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

813.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[NaimSS's solution](#)

814.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[NaimSS's solution](#)

815.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[NaimSS's solution](#)

816.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[NaimSS's solution](#)

817.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[NaimSS's solution](#)

818.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[NaimSS's solution](#)

819.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[NaimSS's solution](#)

820.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

821.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NaimSS's solution](#)

822.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[NaimSS's solution](#)

823.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[NaimSS's solution](#)

824.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

825.

1701C

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

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[NaimSS's solution](#)

826.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

827.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[NaimSS's solution](#)

828.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[NaimSS's solution](#)

829.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[NaimSS's solution](#)

830.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[NaimSS's solution](#)

831.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[NaimSS's solution](#)

832.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[NaimSS's solution](#)

833.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[NaimSS's solution](#)

834.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[NaimSS's solution](#)

835.

1453B

[Suffix Operations](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

836.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

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837.

710B

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838.

1452B

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839.

1443C

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840.

797B

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841.

1421C

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842.

1427B

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843.

803A

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844.

1393B

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845.

888C

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846.

1380C

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847.

1380B

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848.

1375C

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849.

1374D

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850.

1369C

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851.

1370C

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852.

1365C

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853.

526B

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854.

1362C

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855.

602B

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856.

1363B

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857.

253B

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858.

505B

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859.

1097C

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860.

955B

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861.

630L

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862.

630H

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863.

954B

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864.

1354C1

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865.

1355D

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866.

1350B

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867.

1351C

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868.

1348B

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869.

961C

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[NaimSS's solution](#)

870.

379C

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871.

995B

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872.

1108D

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Quality: 16,487 global accepts · Rating: 1400 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

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873.

1330B

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874.

1332B

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875.

1091C

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876.

987C

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877.

1102B

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878.

994B

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Quality: 6,047 global accepts · Rating: 1400 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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879.

1110B

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Quality: 16,593 global accepts · Rating: 1400 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

880.

1324D

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sortings, two pointers

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881.

1312C

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[NaimSS's solution](#)

882.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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883.

1316B

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Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[NaimSS's solution](#)

884.

1321B

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Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[NaimSS's solution](#)

885.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

886.

1303B

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Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

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887.

1277C

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Rating: 1400 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

888.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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889.

1285C

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890.

1284B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

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891.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[NaimSS's solution](#)

892.

1256B

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893.

1279C

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Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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894.

1162B

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Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[NaimSS's solution](#)

895.

1282B1

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Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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896.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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897.

1263C

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[NaimSS's solution](#)

898.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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899.

962C

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900.

1253B

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901.

436B

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902.

1245C

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903.

1251B

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904.

911C

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905.

1228B

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Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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906.

1215B

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907.

1144D

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[NaimSS's solution](#)

908.

996D

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Rating: 1400 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[NaimSS's solution](#)

909.

1200C

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910.

1201C

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911.

1197C

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912.

1004C

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Quality: 7,881 global accepts · Rating: 1400 · first AC: 2019-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

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913.

1195C

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Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

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914.

1009B

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Quality: 10,720 global accepts · Rating: 1400 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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915.

1191C

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Rating: 1400 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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916.

1189C

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Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

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917.

1183D

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Quality: 20,420 global accepts · Rating: 1400 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: greedy, sortings

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918.

1183C

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919.

550B

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920.

1066C

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921.

1068A

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Quality: 7,262 global accepts · Rating: 1400 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math

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922.

1061B

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923.

1088C

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924.

1104C

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Quality: 1400 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

925.

1131B

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Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

926.

1167B

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Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[NaimSS's solution](#)

927.

1167C

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Quality: 26,002 global accepts · Rating: 1400 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[NaimSS's solution](#)

928.

548B

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Quality: 8,990 global accepts · Rating: 1400 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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929.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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930.

1154C

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Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

931.

546C

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Quality: 19,432 global accepts · Rating: 1400 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games

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932.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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933.

611C

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

Quality: 9,010 global accepts · Rating: 1500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

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934.

1915F

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935.

620C

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Quality: 7,874 global accepts · Rating: 1500 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[NaimSS's solution](#)

936.

1765K

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937.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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938.

1005D

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[NaimSS's solution](#)

939.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[NaimSS's solution](#)

940.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[NaimSS's solution](#)

941.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[NaimSS's solution](#)

942.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[NaimSS's solution](#)

943.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[NaimSS's solution](#)

944.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, math

[NaimSS's solution](#)

945.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

946.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[NaimSS's solution](#)

947.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[NaimSS's solution](#)

948.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[NaimSS's solution](#)

949.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[NaimSS's solution](#)

950.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

951.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[NaimSS's solution](#)

952.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[NaimSS's solution](#)

953.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

954.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

955.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[NaimSS's solution](#)

956.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2020-11-12 · last AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[NaimSS's solution](#)

957.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

958.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[NaimSS's solution](#)

959.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[NaimSS's solution](#)

960.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[NaimSS's solution](#)

961.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

962.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[NaimSS's solution](#)

963.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

964.

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[NaimSS's solution](#)

965.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[NaimSS's solution](#)

966.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[NaimSS's solution](#)

967.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[NaimSS's solution](#)

968.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings
[NaimSS's solution](#)

969.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[NaimSS's solution](#)

970.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[NaimSS's solution](#)

971.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math
[NaimSS's solution](#)

972.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation
[NaimSS's solution](#)

973.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[NaimSS's solution](#)

974.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[NaimSS's solution](#)

975.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[NaimSS's solution](#)

976.

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[NaimSS's solution](#)

977.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[NaimSS's solution](#)

978.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[NaimSS's solution](#)

979.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[NaimSS's solution](#)

980.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

981.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

982.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[NaimSS's solution](#)

983.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[NaimSS's solution](#)

984.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

985.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[NaimSS's solution](#)

986.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

987.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

988.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2019-03-26 · last AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[NaimSS's solution](#)

989.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

990.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

991.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

992.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

993.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[NaimSS's solution](#)

994.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[NaimSS's solution](#)

995.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[NaimSS's solution](#)

996.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[NaimSS's solution](#)

997.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[NaimSS's solution](#)

998.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[NaimSS's solution](#)

999.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1000.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

1001.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[NaimSS's solution](#)

1002.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[NaimSS's solution](#)

1003.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[NaimSS's solution](#)

1004.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[NaimSS's solution](#)

1005.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[NaimSS's solution](#)

1006.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

1007.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[NaimSS's solution](#)

1008.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[NaimSS's solution](#)

1009.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[NaimSS's solution](#)

1010.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[NaimSS's solution](#)

1011.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[NaimSS's solution](#)

1012.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[NaimSS's solution](#)

1013.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[NaimSS's solution](#)

1014.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[NaimSS's solution](#)

1015.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[NaimSS's solution](#)

1016.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

1017.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[NaimSS's solution](#)

1018.

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[NaimSS's solution](#)

1019.

1300C

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

Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

1020.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

1021.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

1022.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-19 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

1023.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[NaimSS's solution](#)

1024.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

1025.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

1026.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[NaimSS's solution](#)

1027.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

1028.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[NaimSS's solution](#)

1029.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

1030.

1265C

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

Rating: 1500 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

1031.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[NaimSS's solution](#)

1032.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[NaimSS's solution](#)

1033.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[NaimSS's solution](#)

1034.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

1035.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1036.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[NaimSS's solution](#)

1037.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[NaimSS's solution](#)

1038.

1219D

[Workout plan](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[NaimSS's solution](#)

1039.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

1040.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NaimSS's solution](#)

1041.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

1042.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[NaimSS's solution](#)

1043.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

1044.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

1045.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

1046.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[NaimSS's solution](#)

1047.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

1048.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

1049.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

1050.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1051.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1052.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[NaimSS's solution](#)

1053.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[NaimSS's solution](#)

1054.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[NaimSS's solution](#)

1055.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

1056.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

1057.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

1058.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

1059.

1180C

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

Rating: 1500 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

1060.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

1061.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

1062.

550C

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

Quality: 32,137 global accepts · Rating: 1500 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[NaimSS's solution](#)

1063.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[NaimSS's solution](#)

1064.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[NaimSS's solution](#)

1065.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1066.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[NaimSS's solution](#)

1067.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1068.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[NaimSS's solution](#)

1069.

1084C

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

Quality: 11,661 global accepts · Rating: 1500 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[NaimSS's solution](#)

1070.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[NaimSS's solution](#)

1071.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[NaimSS's solution](#)

1072.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1073.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

1074.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[NaimSS's solution](#)

1075.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

1076.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[NaimSS's solution](#)

1077.

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

1078.

554C

[Kyoya and Colored Balls](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1079.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

1080.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,868 global accepts · Rating: 1500 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

1081.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[NaimSS's solution](#)

1082.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[NaimSS's solution](#)

1083.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

1084.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[NaimSS's solution](#)

1085.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

1086.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[NaimSS's solution](#)

1087.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[NaimSS's solution](#)

1088.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1089.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

1090.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

1091.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[NaimSS's solution](#)

1092.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

1093.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[NaimSS's solution](#)

1094.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

1095.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

1096.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[NaimSS's solution](#)

1097.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[NaimSS's solution](#)

1098.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[NaimSS's solution](#)

1099.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

1100.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[NaimSS's solution](#)

1101.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

1102.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[NaimSS's solution](#)

1103.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation

[NaimSS's solution](#)

1104.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[NaimSS's solution](#)

1105.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

1106.

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[NaimSS's solution](#)

1107.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[NaimSS's solution](#)

1108.

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[NaimSS's solution](#)

1109.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[NaimSS's solution](#)

1110.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

1111.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

1112.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[NaimSS's solution](#)

1113.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · last AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[NaimSS's solution](#)

1114.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1115.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[NaimSS's solution](#)

1116.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[NaimSS's solution](#)

1117.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[NaimSS's solution](#)

1118.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[NaimSS's solution](#)

1119.

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[NaimSS's solution](#)

1120.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[NaimSS's solution](#)

1121.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[NaimSS's solution](#)

1122.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[NaimSS's solution](#)

1123.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: data structures, dp, math

[NaimSS's solution](#)

1124.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[NaimSS's solution](#)

1125.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

1126.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

1127.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[NaimSS's solution](#)

1128.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

1129.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1130.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[NaimSS's solution](#)

1131.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[NaimSS's solution](#)

1132.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1133.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

1134.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[NaimSS's solution](#)

1135.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NaimSS's solution](#)

1136.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[NaimSS's solution](#)

1137.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[NaimSS's solution](#)

1138.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[NaimSS's solution](#)

1139.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[NaimSS's solution](#)

1140.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[NaimSS's solution](#)

1141.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[NaimSS's solution](#)

1142.

1364C

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Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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1143.

906A

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Quality: 4,420 global accepts · Rating: 1600 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: implementation, strings

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1144.

1363C

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Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: games, trees

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1145.

165C

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1146.

1358C

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1147.

1137B

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1148.

1137A

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1149.

630G

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1150.

954D

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1151.

1353D

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1152.

1349A

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1153.

1352G

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1154.

1344A

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1155.

1348C

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sortings, strings

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1156.

845B

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Quality: 5,540 global accepts · Rating: 1600 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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1157.

980B

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Quality: 4,923 global accepts · Rating: 1600 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1158.

1342C

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1159.

932C

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1160.

949A

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Quality: 5,656 global accepts · Rating: 1600 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1161.

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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1162.

1281B

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1163.

1025C

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1164.

1025B

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1165.

1336A

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1166.

1334C

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1167.

601A

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1168.

979C

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1169.

1133F1

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1170.

626C

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1171.

822C

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1172.

1327C

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1173.

987D

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[NaimSS's solution](#)

1174.

994C

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1175.

559A

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1176.

1086A

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1177.

992C

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1178.

992B

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1305C

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1180.

1321C

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1182.

1295C

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1183.

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1184.

1291C

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1185.

1294D

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1187.

75C

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1188.

1284C

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1189.

1282B2

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1190.

706C

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1191.

1262D1

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1192.

1255C

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1193.

962D

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1194.

1247C

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1195.

1251C

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1196.

1241C

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1197.

1238C

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1198.

1234D

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1199.

1217B

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1200.

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1201.

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1203.

1199C

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1204.

1199D

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Rating: 1600 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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1205.

1196D2

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1206.

1006E

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1207.

716C

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1208.

1189D1

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1209.

1015D

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1210.

1017C

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1211.

1027C

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1036D

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1036B

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1215.

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1216.

560C

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1175B

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1059C

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1227.

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1228.

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1151D

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177E1

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1765D

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1245.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[NaimSS's solution](#)

1246.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[NaimSS's solution](#)

1247.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[NaimSS's solution](#)

1248.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[NaimSS's solution](#)

1249.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[NaimSS's solution](#)

1250.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[NaimSS's solution](#)

1251.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1252.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[NaimSS's solution](#)

1253.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[NaimSS's solution](#)

1254.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[NaimSS's solution](#)

1255.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[NaimSS's solution](#)

1256.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[NaimSS's solution](#)

1257.

1474C

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

Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[NaimSS's solution](#)

1258.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[NaimSS's solution](#)

1259.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[NaimSS's solution](#)

1260.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[NaimSS's solution](#)

1261.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[NaimSS's solution](#)

1262.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[NaimSS's solution](#)

1263.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

1264.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[NaimSS's solution](#)

1265.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[NaimSS's solution](#)

1266.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[NaimSS's solution](#)

1267.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1268.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[NaimSS's solution](#)

1269.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[NaimSS's solution](#)

1270.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[NaimSS's solution](#)

1271.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[NaimSS's solution](#)

1272.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[NaimSS's solution](#)

1273.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: dp, greedy
[NaimSS's solution](#)

1274.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: bitmasks, dp
[NaimSS's solution](#)

1275.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[NaimSS's solution](#)

1276.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[NaimSS's solution](#)

1277.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[NaimSS's solution](#)

1278.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[NaimSS's solution](#)

1279.

1384C

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

Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[NaimSS's solution](#)

1280.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[NaimSS's solution](#)

1281.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[NaimSS's solution](#)

1282.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[NaimSS's solution](#)

1283.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[NaimSS's solution](#)

1284.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

1285.

966B

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

Rating: 1700 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[NaimSS's solution](#)

1286.

1368D

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

Quality: 13,661 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[NaimSS's solution](#)

1287.

759A

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

Rating: 1700 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[NaimSS's solution](#)

1288.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[NaimSS's solution](#)

1289.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[NaimSS's solution](#)

1290.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1291.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

1292.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[NaimSS's solution](#)

1293.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[NaimSS's solution](#)

1294.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[NaimSS's solution](#)

1295.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[NaimSS's solution](#)

1296.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[NaimSS's solution](#)

1297.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[NaimSS's solution](#)

1298.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[NaimSS's solution](#)

1299.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[NaimSS's solution](#)

1300.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

1301.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[NaimSS's solution](#)

1302.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1303.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1304.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

1305.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[NaimSS's solution](#)

1306.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[NaimSS's solution](#)

1307.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

1308.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[NaimSS's solution](#)

1309.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[NaimSS's solution](#)

1310.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[NaimSS's solution](#)

1311.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[NaimSS's solution](#)

1312.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[NaimSS's solution](#)

1313.

1333C

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

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[NaimSS's solution](#)

1314.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[NaimSS's solution](#)

1315.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[NaimSS's solution](#)

1316.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[NaimSS's solution](#)

1317.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[NaimSS's solution](#)

1318.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[NaimSS's solution](#)

1319.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1320.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1321.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[NaimSS's solution](#)

1322.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[NaimSS's solution](#)

1323.

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-12 · last AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[NaimSS's solution](#)

1324.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

1325.

1086B

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

Rating: 1700 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[NaimSS's solution](#)

1326.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[NaimSS's solution](#)

1327.

1321D

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

Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[NaimSS's solution](#)

1328.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NaimSS's solution](#)

1329.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[NaimSS's solution](#)

1330.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[NaimSS's solution](#)

1331.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[NaimSS's solution](#)

1332.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[NaimSS's solution](#)

1333.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[NaimSS's solution](#)

1334.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · last AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[NaimSS's solution](#)

1335.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

1336.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

1337.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[NaimSS's solution](#)

1338.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NaimSS's solution](#)

1339.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[NaimSS's solution](#)

1340.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[NaimSS's solution](#)

1341.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[NaimSS's solution](#)

1342.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[NaimSS's solution](#)

1343.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[NaimSS's solution](#)

1344.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[NaimSS's solution](#)

1345.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[NaimSS's solution](#)

1346.

1248C

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Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1347.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[NaimSS's solution](#)

1348.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

1349.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[NaimSS's solution](#)

1350.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[NaimSS's solution](#)

1351.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[NaimSS's solution](#)

1352.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[NaimSS's solution](#)

1353.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[NaimSS's solution](#)

1354.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[NaimSS's solution](#)

1355.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[NaimSS's solution](#)

1356.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[NaimSS's solution](#)

1357.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[NaimSS's solution](#)

1358.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[NaimSS's solution](#)

1359.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

1360.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1361.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[NaimSS's solution](#)

1362.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[NaimSS's solution](#)

1363.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math
[NaimSS's solution](#)

1364.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[NaimSS's solution](#)

1365.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[NaimSS's solution](#)

1366.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[NaimSS's solution](#)

1367.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[NaimSS's solution](#)

1368.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[NaimSS's solution](#)

1369.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[NaimSS's solution](#)

1370.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[NaimSS's solution](#)

1371.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2019-06-03 · last AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[NaimSS's solution](#)

1372.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[NaimSS's solution](#)

1373.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2019-06-01 · last AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[NaimSS's solution](#)

1374.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[NaimSS's solution](#)

1375.

1169C

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

Rating: 1700 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[NaimSS's solution](#)

1376.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[NaimSS's solution](#)

1377.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[NaimSS's solution](#)

1378.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[NaimSS's solution](#)

1379.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1380.

245H

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

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[NaimSS's solution](#)

1381.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[NaimSS's solution](#)

1382.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[NaimSS's solution](#)

1383.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[NaimSS's solution](#)

1384.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[NaimSS's solution](#)

1385.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[NaimSS's solution](#)

1386.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[NaimSS's solution](#)

1387.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[NaimSS's solution](#)

1388.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

1389.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[NaimSS's solution](#)

1390.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[NaimSS's solution](#)

1391.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

1392.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[NaimSS's solution](#)

1393.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[NaimSS's solution](#)

1394.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[NaimSS's solution](#)

1395.

177F1

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

Quality: 366 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

1396.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[NaimSS's solution](#)

1397.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, trees

[NaimSS's solution](#)

1398.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[NaimSS's solution](#)

1399.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[NaimSS's solution](#)

1400.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[NaimSS's solution](#)

1401.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[NaimSS's solution](#)

1402.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[NaimSS's solution](#)

1403.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[NaimSS's solution](#)

1404.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[NaimSS's solution](#)

1405.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[NaimSS's solution](#)

1406.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[NaimSS's solution](#)

1407.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[NaimSS's solution](#)

1408.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[NaimSS's solution](#)

1409.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[NaimSS's solution](#)

1410.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[NaimSS's solution](#)

1411.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[NaimSS's solution](#)

1412.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[NaimSS's solution](#)

1413.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[NaimSS's solution](#)

1414.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1415.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[NaimSS's solution](#)

1416.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[NaimSS's solution](#)

1417.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[NaimSS's solution](#)

1418.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[NaimSS's solution](#)

1419.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[NaimSS's solution](#)

1420.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[NaimSS's solution](#)

1421.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[NaimSS's solution](#)

1422.

655D

[Robot Rapping Results Report](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, graphs

[NaimSS's solution](#)

1423.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[NaimSS's solution](#)

1424.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[NaimSS's solution](#)

1425.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[NaimSS's solution](#)

1426.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[NaimSS's solution](#)

1427.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[NaimSS's solution](#)

1428.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[NaimSS's solution](#)

1429.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[NaimSS's solution](#)

1430.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[NaimSS's solution](#)

1431.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[NaimSS's solution](#)

1432.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[NaimSS's solution](#)

1433.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[NaimSS's solution](#)

1434.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees
[NaimSS's solution](#)

1435.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[NaimSS's solution](#)

1436.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[NaimSS's solution](#)

1437.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers
[NaimSS's solution](#)

1438.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer
[NaimSS's solution](#)

1439.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[NaimSS's solution](#)

1440.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[NaimSS's solution](#)

1441.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[NaimSS's solution](#)

1442.

1053A

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

Rating: 1800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[NaimSS's solution](#)

1443.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory
[NaimSS's solution](#)

1444.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[NaimSS's solution](#)

1445.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[NaimSS's solution](#)

1446.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[NaimSS's solution](#)

1447.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[NaimSS's solution](#)

1448.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[NaimSS's solution](#)

1449.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1450.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[NaimSS's solution](#)

1451.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[NaimSS's solution](#)

1452.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1453.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[NaimSS's solution](#)

1454.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[NaimSS's solution](#)

1455.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

1456.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

1457.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[NaimSS's solution](#)

1458.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NaimSS's solution](#)

1459.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[NaimSS's solution](#)

1460.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[NaimSS's solution](#)

1461.

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[NaimSS's solution](#)

1462.

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

[NaimSS's solution](#)

1463.

1108E1

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

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[NaimSS's solution](#)

1464.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[NaimSS's solution](#)

1465.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: greedy

[NaimSS's solution](#)

1466.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[NaimSS's solution](#)

1467.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[NaimSS's solution](#)

1468.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[NaimSS's solution](#)

1469.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[NaimSS's solution](#)

1470.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[NaimSS's solution](#)

1471.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1472.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[NaimSS's solution](#)

1473.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

1474.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[NaimSS's solution](#)

1475.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1476.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[NaimSS's solution](#)

1477.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[NaimSS's solution](#)

1478.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[NaimSS's solution](#)

1479.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[NaimSS's solution](#)

1480.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[NaimSS's solution](#)

1481.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[NaimSS's solution](#)

1482.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[NaimSS's solution](#)

1483.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

1484.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

1485.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[NaimSS's solution](#)

1486.

1291D

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

Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[NaimSS's solution](#)

1487.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[NaimSS's solution](#)

1488.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[NaimSS's solution](#)

1489.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[NaimSS's solution](#)

1490.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[NaimSS's solution](#)

1491.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[NaimSS's solution](#)

1492.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[NaimSS's solution](#)

1493.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

1494.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[NaimSS's solution](#)

1495.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[NaimSS's solution](#)

1496.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[NaimSS's solution](#)

1497.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[NaimSS's solution](#)

1498.

1262D2

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

Rating: 1800 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[NaimSS's solution](#)

1499.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-25 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[NaimSS's solution](#)

1500.

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[NaimSS's solution](#)

1501.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-29 · last AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[NaimSS's solution](#)

1502.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

1503.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[NaimSS's solution](#)

1504.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[NaimSS's solution](#)

1505.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[NaimSS's solution](#)

1506.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1507.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

1508.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[NaimSS's solution](#)

1509.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

1510.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[NaimSS's solution](#)

1511.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[NaimSS's solution](#)

1512.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

1513.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[NaimSS's solution](#)

1514.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[NaimSS's solution](#)

1515.

1191D

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

Rating: 1800 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[NaimSS's solution](#)

1516.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[NaimSS's solution](#)

1517.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: implementation, math

[NaimSS's solution](#)

1518.

1187C

[Vasya And Array](#) · [Tutorial](#)

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

[NaimSS's solution](#)

1519.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[NaimSS's solution](#)

1520.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[NaimSS's solution](#)

1521.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[NaimSS's solution](#)

1522.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1523.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[NaimSS's solution](#)

1524.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[NaimSS's solution](#)

1525.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[NaimSS's solution](#)

1526.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[NaimSS's solution](#)

1527.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

1528.

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[NaimSS's solution](#)

1529.

1591D

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

Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[NaimSS's solution](#)

1530.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[NaimSS's solution](#)

1531.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[NaimSS's solution](#)

1532.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[NaimSS's solution](#)

1533.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[NaimSS's solution](#)

1534.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[NaimSS's solution](#)

1535.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[NaimSS's solution](#)

1536.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

1537.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[NaimSS's solution](#)

1538.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[NaimSS's solution](#)

1539.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[NaimSS's solution](#)

1540.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[NaimSS's solution](#)

1541.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[NaimSS's solution](#)

1542.

1902D

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1543.

1895D

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1544.

377B

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1545.

1313C2

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1546.

177E2

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1547.

1866C

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1548.

691E

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702D

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1550.

319B

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1551.

229C

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1552.

1739D

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1553.

1717D

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1554.

1715D

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1697D

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1556.

1704D

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1557.

1702G1

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1558.

1707B

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1701D

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1560.

1678E

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1561.

1661D

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1562.

1656D

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1563.

1644E

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1564.

1627D

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1565.

1624G

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1566.

1620E

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1567.

1569D

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1568.

1120A

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660D

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1570.

1242B

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1494C

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1492D

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1573.

1479B1

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1574.

1486C2

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1575.

1490G

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685B

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1577.

1477B

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1578.

1475F

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1475G

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1580.

796C

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1581.

1463D

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1582.

1453D

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1583.

1439A2

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1584.

883G

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883I

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1444B

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1587.

1434A

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750D

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1589.

808D

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1590.

1421D

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1591.

1428D

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1592.

1430E

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1593.

846D

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1594.

893D

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1595.

622D

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1596.

1404B

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1597.

1400D

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1598.

792D

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1599.

803D

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818E

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1602.

607B

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1604.

1384B1

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1605.

1384D

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1606.

1216E1

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1607.

1375D

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1608.

1371E1

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1609.

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1610.

1369D

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1611.

1067A

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1612.

455B

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1613.

1367E

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1615.

1238D

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1616.

1365E

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1617.

1361B

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1618.

848B

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1619.

577B

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1620.

1358D

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1621.

1360G

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1622.

1163C1

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1623.

1163C2

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1624.

1354D

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1625.

1105D

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1626.

1353E

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1627.

1155D

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1628.

505C

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1629.

1348D

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1630.

1172B

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1631.

1342D

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1632.

961E

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1633.

1228D

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1634.

1243D

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1635.

1183H

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1636.

1184E1

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1637.

1168B

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1638.

1081E

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1639.

343C

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1640.

981D

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1641.

1133F2

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1642.

496D

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1643.

1328E

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1644.

1117C

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1645.

1237C2

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1646.

1079D

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1647.

994D

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1648.

959E

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1649.

959D

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1650.

1174D

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1651.

1305D

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1652.

1311F

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1653.

1307D

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1654.

982D

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1655.

614D

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[NaimSS's solution](#)

1656.

614C

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Rating: 1900 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[NaimSS's solution](#)

1657.

1303D

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1658.

1119E

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1659.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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1660.

1277D

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[NaimSS's solution](#)

1661.

1294E

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[NaimSS's solution](#)

1662.

1285D

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[NaimSS's solution](#)

1663.

19B

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Quality: 5,823 global accepts · Rating: 1900 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1664.

1270D

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1665.

1162D

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Rating: 1900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory, strings

[NaimSS's solution](#)

1666.

1265D

[Beautiful Sequence · Tutorial](#)

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1667.

1260D

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[NaimSS's solution](#)

1668.

1272E

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[NaimSS's solution](#)

1669.

1245D

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1670.

1251D

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1671.

1220D

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Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory
[NaimSS's solution](#)

1672.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[NaimSS's solution](#)

1673.

1208D

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Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[NaimSS's solution](#)

1674.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math
[NaimSS's solution](#)

1675.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[NaimSS's solution](#)

1676.

1144E

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[NaimSS's solution](#)

1677.

1206D

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Rating: 1900 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs
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1678.

1200D

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1679.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[NaimSS's solution](#)

1680.

1000D

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Quality: 5,044 global accepts · Rating: 1900 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[NaimSS's solution](#)

1681.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · last AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[NaimSS's solution](#)

1682.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[NaimSS's solution](#)

1683.

552C

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Quality: 5,875 global accepts · Rating: 1900 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[NaimSS's solution](#)

1684.

1015E2

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Quality: 4,038 global accepts · Rating: 1900 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

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1685.

1029D

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: implementation, math

[NaimSS's solution](#)

1686.

1175D

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Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

1687.

540D

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Quality: 6,496 global accepts · Rating: 1900 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[NaimSS's solution](#)

1688.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

1689.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1690.

554D

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Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[NaimSS's solution](#)

1691.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

1692.

965D

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Quality: 3,345 global accepts · Rating: 1900 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[NaimSS's solution](#)

1693.

476D

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Quality: 5,033 global accepts · Rating: 1900 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1694.

1976D

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Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

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1695.

1951E

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Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[NaimSS's solution](#)

1696.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

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1697.

611D

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1698.

1893C

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Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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1699.

1891F

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1700.

641E

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1701.

1763C

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1702.

1674G

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1703.

615D

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1704.

1582E

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1705.

1702G2

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1706.

1665D

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[NaimSS's solution](#)

1707.

1657D

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Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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1708.

1646D

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1709.

1513D

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1710.

1525C

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1711.

1620D

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1622D

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Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[NaimSS's solution](#)**1713.**

1612E

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[NaimSS's solution](#)**1714.**

814D

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[NaimSS's solution](#)**1715.**

533B

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[NaimSS's solution](#)**1716.**

1514D

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Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[NaimSS's solution](#)**1717.**

1487E

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Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

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1481D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[NaimSS's solution](#)**1719.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[NaimSS's solution](#)**1720.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[NaimSS's solution](#)

1721.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[NaimSS's solution](#)

1722.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[NaimSS's solution](#)

1723.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[NaimSS's solution](#)

1724.

1454E

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

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[NaimSS's solution](#)

1725.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[NaimSS's solution](#)

1726.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[NaimSS's solution](#)

1727.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[NaimSS's solution](#)

1728.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[NaimSS's solution](#)

1729.

817E

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Quality: 3,716 global accepts · Rating: 2000 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

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1730.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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1731.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1732.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[NaimSS's solution](#)

1733.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[NaimSS's solution](#)

1734.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[NaimSS's solution](#)

1735.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[NaimSS's solution](#)

1736.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[NaimSS's solution](#)

1737.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[NaimSS's solution](#)

1738.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[NaimSS's solution](#)

1739.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[NaimSS's solution](#)

1740.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dp, graphs

[NaimSS's solution](#)

1741.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[NaimSS's solution](#)

1742.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[NaimSS's solution](#)

1743.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[NaimSS's solution](#)

1744.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[NaimSS's solution](#)

1745.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[NaimSS's solution](#)

1746.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[NaimSS's solution](#)

1747.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[NaimSS's solution](#)

1748.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[NaimSS's solution](#)

1749.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, two pointers
[NaimSS's solution](#)

1750.

433D

[Nanami's Digital Board](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation
[NaimSS's solution](#)

1751.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[NaimSS's solution](#)

1752.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[NaimSS's solution](#)

1753.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

1754.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[NaimSS's solution](#)

1755.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[NaimSS's solution](#)

1756.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[NaimSS's solution](#)

1757.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[NaimSS's solution](#)

1758.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[NaimSS's solution](#)

1759.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[NaimSS's solution](#)

1760.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[NaimSS's solution](#)

1761.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[NaimSS's solution](#)

1762.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math

[NaimSS's solution](#)

1763.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[NaimSS's solution](#)

1764.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

1765.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[NaimSS's solution](#)

1766.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[NaimSS's solution](#)

1767.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[NaimSS's solution](#)

1768.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[NaimSS's solution](#)

1769.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[NaimSS's solution](#)

1770.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[NaimSS's solution](#)

1771.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[NaimSS's solution](#)

1772.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[NaimSS's solution](#)

1773.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[NaimSS's solution](#)

1774.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[NaimSS's solution](#)

1775.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[NaimSS's solution](#)

1776.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[NaimSS's solution](#)

1777.

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[NaimSS's solution](#)

1778.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[NaimSS's solution](#)

1779.

1142B

[Lynrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[NaimSS's solution](#)

1780.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[NaimSS's solution](#)

1781.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[NaimSS's solution](#)

1782.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[NaimSS's solution](#)

1783.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math
[NaimSS's solution](#)

1784.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[NaimSS's solution](#)

1785.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[NaimSS's solution](#)

1786.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[NaimSS's solution](#)

1787.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[NaimSS's solution](#)

1788.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[NaimSS's solution](#)

1789.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[NaimSS's solution](#)

1790.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[NaimSS's solution](#)

1791.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
[NaimSS's solution](#)

1792.

1209G1

[Into Blocks \(easy version\) · Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[NaimSS's solution](#)

1793.

1209E1

[Rotate Columns \(easy version\) · Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[NaimSS's solution](#)

1794.

1223D

[Sequence Sorting · Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[NaimSS's solution](#)

1795.

1198C

[Matching vs Independent Set · Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[NaimSS's solution](#)

1796.

964D

[Destruction of a Tree · Tutorial](#)

Rating: 2000 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[NaimSS's solution](#)

1797.

379D

[New Year Letter · Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2020-04-16 · Clang++17 Diagnostics (first AC) · Tags: bitmasks, brute force, dp

[NaimSS's solution](#)

1798.

1019B

[The hat · Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[NaimSS's solution](#)

1799.

1237D

[Balanced Playlist · Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[NaimSS's solution](#)

1800.

900D

[Unusual Sequences · Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[NaimSS's solution](#)

1801.

1088D

[Ehab and another another xor problem · Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[NaimSS's solution](#)

1802.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[NaimSS's solution](#)

1803.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[NaimSS's solution](#)

1804.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[NaimSS's solution](#)

1805.

1321E

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

Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers
[NaimSS's solution](#)

1806.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[NaimSS's solution](#)

1807.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[NaimSS's solution](#)

1808.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[NaimSS's solution](#)

1809.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[NaimSS's solution](#)

1810.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[NaimSS's solution](#)

1811.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp
[NaimSS's solution](#)

1812.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NaimSS's solution](#)

1813.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[NaimSS's solution](#)

1814.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[NaimSS's solution](#)

1815.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[NaimSS's solution](#)

1816.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[NaimSS's solution](#)

1817.

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: games

[NaimSS's solution](#)

1818.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[NaimSS's solution](#)

1819.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[NaimSS's solution](#)

1820.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[NaimSS's solution](#)

1821.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[NaimSS's solution](#)

1822.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[NaimSS's solution](#)

1823.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[NaimSS's solution](#)

1824.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[NaimSS's solution](#)

1825.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[NaimSS's solution](#)

1826.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees

[NaimSS's solution](#)

1827.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2019-09-03 · last AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1828.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[NaimSS's solution](#)

1829.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[NaimSS's solution](#)

1830.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[NaimSS's solution](#)

1831.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[NaimSS's solution](#)

1832.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy

[NaimSS's solution](#)

1833.

1191F

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

Rating: 2000 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[NaimSS's solution](#)

1834.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

1835.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[NaimSS's solution](#)

1836.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[NaimSS's solution](#)

1837.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[NaimSS's solution](#)

1838.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[NaimSS's solution](#)

1839.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[NaimSS's solution](#)

1840.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[NaimSS's solution](#)

1841.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[NaimSS's solution](#)

1842.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

1843.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[NaimSS's solution](#)

1844.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[NaimSS's solution](#)

1845.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[NaimSS's solution](#)

1846.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[NaimSS's solution](#)

1847.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[NaimSS's solution](#)

1848.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[NaimSS's solution](#)

1849.

1005F

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

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[NaimSS's solution](#)

1850.

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[NaimSS's solution](#)

1851.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[NaimSS's solution](#)

1852.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[NaimSS's solution](#)

1853.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

1854.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[NaimSS's solution](#)

1855.

1626D

[Martial Arts Tournament · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[NaimSS's solution](#)

1856.

1525E

[Assimilation IV · Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[NaimSS's solution](#)

1857.

1593F

[Red-Black Number · Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[NaimSS's solution](#)

1858.

1605D

[Treelabeling · Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[NaimSS's solution](#)

1859.

1606E

[Arena · Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1860.

1598E

[Staircases · Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[NaimSS's solution](#)

1861.

1555E

[Boring Segments · Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[NaimSS's solution](#)

1862.

1553E

[Permutation Shift · Tutorial](#)

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[NaimSS's solution](#)

1863.

1538G

[Gift Set · Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[NaimSS's solution](#)

1864.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[NaimSS's solution](#)

1865.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[NaimSS's solution](#)

1866.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[NaimSS's solution](#)

1867.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[NaimSS's solution](#)

1868.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[NaimSS's solution](#)

1869.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[NaimSS's solution](#)

1870.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[NaimSS's solution](#)

1871.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[NaimSS's solution](#)

1872.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[NaimSS's solution](#)

1873.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data

structures, divide and conquer, dp, trees

[NaimSS's solution](#)

1874.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2100 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[NaimSS's solution](#)

1875.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[NaimSS's solution](#)

1876.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[NaimSS's solution](#)

1877.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

1878.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2020-01-08 · last AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[NaimSS's solution](#)

1879.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-09-29 · last AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

1880.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[NaimSS's solution](#)

1881.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[NaimSS's solution](#)

1882.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

1883.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[NaimSS's solution](#)

1884.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[NaimSS's solution](#)

1885.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[NaimSS's solution](#)

1886.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[NaimSS's solution](#)

1887.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees

[NaimSS's solution](#)

1888.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[NaimSS's solution](#)

1889.

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

[NaimSS's solution](#)

1890.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[NaimSS's solution](#)

1891.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

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1892.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[NaimSS's solution](#)

1893.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[NaimSS's solution](#)

1894.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[NaimSS's solution](#)

1895.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[NaimSS's solution](#)

1896.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[NaimSS's solution](#)

1897.

1372D

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Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[NaimSS's solution](#)

1898.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[NaimSS's solution](#)

1899.

920E

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Quality: 7,748 global accepts · Rating: 2100 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

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1900.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[NaimSS's solution](#)

1901.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[NaimSS's solution](#)

1902.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[NaimSS's solution](#)

1903.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[NaimSS's solution](#)

1904.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[NaimSS's solution](#)**1905.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[NaimSS's solution](#)**1906.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[NaimSS's solution](#)**1907.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[NaimSS's solution](#)**1908.**

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[NaimSS's solution](#)**1909.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[NaimSS's solution](#)**1910.**

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[NaimSS's solution](#)**1911.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)**1912.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[NaimSS's solution](#)**1913.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[NaimSS's solution](#)

1914.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[NaimSS's solution](#)

1915.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[NaimSS's solution](#)

1916.

1363D

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

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · last AC: 2020-05-31 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math

[NaimSS's solution](#)

1917.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[NaimSS's solution](#)

1918.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[NaimSS's solution](#)

1919.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[NaimSS's solution](#)

1920.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[NaimSS's solution](#)

1921.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[NaimSS's solution](#)

1922.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[NaimSS's solution](#)

1923.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

1924.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[NaimSS's solution](#)

1925.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[NaimSS's solution](#)

1926.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings

[NaimSS's solution](#)

1927.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[NaimSS's solution](#)

1928.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[NaimSS's solution](#)

1929.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[NaimSS's solution](#)

1930.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[NaimSS's solution](#)

1931.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[NaimSS's solution](#)

1932.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[NaimSS's solution](#)

1933.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

1934.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[NaimSS's solution](#)

1935.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[NaimSS's solution](#)

1936.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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1937.

1252K

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Quality: 2,064 global accepts · Rating: 2100 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

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1938.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-05-03 · last AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

1939.

1216F

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Quality: 3,101 global accepts · Rating: 2100 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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1940.

980D

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Quality: 3,006 global accepts · Rating: 2100 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[NaimSS's solution](#)

1941.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[NaimSS's solution](#)

1942.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[NaimSS's solution](#)

1943.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[NaimSS's solution](#)

1944.

1202C

[You Are Given a WASD-string... · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[NaimSS's solution](#)

1945.

1029E

[Tree with Small Distances · Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[NaimSS's solution](#)

1946.

1201D

[Treasure Hunting · Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2020-04-21 · last AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[NaimSS's solution](#)

1947.

1343E

[Weights Distributing · Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[NaimSS's solution](#)

1948.

1223E

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Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[NaimSS's solution](#)

1949.

1098B

[Nice table · Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[NaimSS's solution](#)

1950.

1025D

[Recovering BST · Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[NaimSS's solution](#)

1951.

1184A2

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Quality: 1,124 global accepts · Rating: 2100 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[NaimSS's solution](#)

1952.

1184E2

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Quality: 1,057 global accepts · Rating: 2100 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[NaimSS's solution](#)

1953.

995A

[Tesla · Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

1954.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[NaimSS's solution](#)**1955.**

1108F

[MST Unification · Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[NaimSS's solution](#)**1956.**

1044C

[Optimal Polygon Perimeter · Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[NaimSS's solution](#)**1957.**

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · last AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[NaimSS's solution](#)**1958.**

1117D

[Magic Gems · Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[NaimSS's solution](#)**1959.**

994E

[Careful Maneuvering · Tutorial](#)

Rating: 2100 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[NaimSS's solution](#)**1960.**

900E

[Maximum Questions · Tutorial](#)

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[NaimSS's solution](#)**1961.**

1000E

[We Need More Bosses · Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[NaimSS's solution](#)**1962.**

1312E

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Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)**1963.**

1323D

[Present · Tutorial](#)

Rating: 2100 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[NaimSS's solution](#)**1964.**

992D

[Nastya and a Game · Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[NaimSS's solution](#)

1965.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

1966.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[NaimSS's solution](#)

1967.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[NaimSS's solution](#)

1968.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[NaimSS's solution](#)

1969.

985E

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

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[NaimSS's solution](#)

1970.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[NaimSS's solution](#)

1971.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[NaimSS's solution](#)

1972.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[NaimSS's solution](#)

1973.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[NaimSS's solution](#)

1974.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[NaimSS's solution](#)

1975.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[NaimSS's solution](#)

1976.

1265E

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Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[NaimSS's solution](#)

1977.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

1978.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[NaimSS's solution](#)

1979.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[NaimSS's solution](#)

1980.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[NaimSS's solution](#)

1981.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2019-07-06 · last AC: 2019-07-06 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[NaimSS's solution](#)

1982.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-07-05 · last AC: 2019-07-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[NaimSS's solution](#)

1983.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[NaimSS's solution](#)

1984.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[NaimSS's solution](#)

1985.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[NaimSS's solution](#)

1986.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[NaimSS's solution](#)

1987.

1040D

[Subway Pursuit](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: interactive

[NaimSS's solution](#)

1988.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[NaimSS's solution](#)

1989.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[NaimSS's solution](#)

1990.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[NaimSS's solution](#)

1991.

1938E

[Duplicates](#) · [Tutorial](#)

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

[NaimSS's solution](#)

1992.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[NaimSS's solution](#)

1993.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[NaimSS's solution](#)

1994.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[NaimSS's solution](#)

1995.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[NaimSS's solution](#)

1996.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[NaimSS's solution](#)

1997.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[NaimSS's solution](#)

1998.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[NaimSS's solution](#)

1999.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[NaimSS's solution](#)

2000.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[NaimSS's solution](#)

2001.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[NaimSS's solution](#)

2002.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[NaimSS's solution](#)

2003.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[NaimSS's solution](#)

2004.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[NaimSS's solution](#)

2005.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[NaimSS's solution](#)

2006.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths
[NaimSS's solution](#)

2007.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[NaimSS's solution](#)

2008.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[NaimSS's solution](#)

2009.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy
[NaimSS's solution](#)

2010.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[NaimSS's solution](#)

2011.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[NaimSS's solution](#)

2012.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees
[NaimSS's solution](#)

2013.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[NaimSS's solution](#)

2014.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[NaimSS's solution](#)

2015.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[NaimSS's solution](#)

2016.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string

suffix structures, strings, trees

[NaimSS's solution](#)

2017.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[NaimSS's solution](#)

2018.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[NaimSS's solution](#)

2019.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[NaimSS's solution](#)

2020.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[NaimSS's solution](#)

2021.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[NaimSS's solution](#)

2022.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[NaimSS's solution](#)

2023.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[NaimSS's solution](#)

2024.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[NaimSS's solution](#)

2025.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[NaimSS's solution](#)

2026.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy
[NaimSS's solution](#)

2027.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[NaimSS's solution](#)

2028.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[NaimSS's solution](#)

2029.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[NaimSS's solution](#)

2030.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
[NaimSS's solution](#)

2031.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[NaimSS's solution](#)

2032.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings
[NaimSS's solution](#)

2033.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
[NaimSS's solution](#)

2034.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[NaimSS's solution](#)

2035.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
[NaimSS's solution](#)

2036.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[NaimSS's solution](#)

2037.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[NaimSS's solution](#)

2038.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[NaimSS's solution](#)

2039.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[NaimSS's solution](#)

2040.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[NaimSS's solution](#)

2041.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[NaimSS's solution](#)

2042.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[NaimSS's solution](#)

2043.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[NaimSS's solution](#)

2044.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[NaimSS's solution](#)

2045.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[NaimSS's solution](#)

2046.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[NaimSS's solution](#)

2047.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[NaimSS's solution](#)

2048.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[NaimSS's solution](#)

2049.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
[NaimSS's solution](#)

2050.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[NaimSS's solution](#)

2051.

1425E

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

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[NaimSS's solution](#)

2052.

655E

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

Rating: 2200 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[NaimSS's solution](#)

2053.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory
[NaimSS's solution](#)

2054.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[NaimSS's solution](#)

2055.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[NaimSS's solution](#)

2056.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees
[NaimSS's solution](#)

2057.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs
[NaimSS's solution](#)

2058.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[NaimSS's solution](#)

2059.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[NaimSS's solution](#)

2060.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers
[NaimSS's solution](#)

2061.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[NaimSS's solution](#)

2062.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[NaimSS's solution](#)

2063.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees
[NaimSS's solution](#)

2064.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[NaimSS's solution](#)

2065.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[NaimSS's solution](#)

2066.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

2067.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[NaimSS's solution](#)

2068.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[NaimSS's solution](#)

2069.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[NaimSS's solution](#)

2070.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[NaimSS's solution](#)

2071.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[NaimSS's solution](#)

2072.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[NaimSS's solution](#)

2073.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[NaimSS's solution](#)

2074.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[NaimSS's solution](#)

2075.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[NaimSS's solution](#)

2076.

520E

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

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[NaimSS's solution](#)

2077.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[NaimSS's solution](#)

2078.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[NaimSS's solution](#)

2079.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[NaimSS's solution](#)

2080.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[NaimSS's solution](#)

2081.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[NaimSS's solution](#)

2082.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[NaimSS's solution](#)

2083.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[NaimSS's solution](#)

2084.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[NaimSS's solution](#)

2085.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[NaimSS's solution](#)

2086.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[NaimSS's solution](#)

2087.

378E

[Captains Mode](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[NaimSS's solution](#)

2088.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[NaimSS's solution](#)

2089.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[NaimSS's solution](#)

2090.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[NaimSS's solution](#)

2091.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[NaimSS's solution](#)

2092.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: hashing, strings

[NaimSS's solution](#)

2093.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[NaimSS's solution](#)

2094.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[NaimSS's solution](#)

2095.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[NaimSS's solution](#)

2096.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: binary search, data structures

[NaimSS's solution](#)

2097.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math
[NaimSS's solution](#)

2098.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[NaimSS's solution](#)

2099.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[NaimSS's solution](#)

2100.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[NaimSS's solution](#)

2101.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[NaimSS's solution](#)

2102.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2020-05-21 · last AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search
[NaimSS's solution](#)

2103.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[NaimSS's solution](#)

2104.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[NaimSS's solution](#)

2105.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[NaimSS's solution](#)

2106.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[NaimSS's solution](#)

2107.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[NaimSS's solution](#)

2108.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[NaimSS's solution](#)

2109.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[NaimSS's solution](#)

2110.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

[NaimSS's solution](#)

2111.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[NaimSS's solution](#)

2112.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[NaimSS's solution](#)

2113.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[NaimSS's solution](#)

2114.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[NaimSS's solution](#)

2115.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[NaimSS's solution](#)

2116.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[NaimSS's solution](#)

2117.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2019-12-25 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[NaimSS's solution](#)

2118.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[NaimSS's solution](#)

2119.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[NaimSS's solution](#)

2120.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2121.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-05-05 · last AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[NaimSS's solution](#)

2122.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[NaimSS's solution](#)

2123.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[NaimSS's solution](#)

2124.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[NaimSS's solution](#)

2125.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[NaimSS's solution](#)

2126.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-04-30 · last AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[NaimSS's solution](#)

2127.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[NaimSS's solution](#)

2128.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-04-28 · last AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[NaimSS's solution](#)

2129.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[NaimSS's solution](#)

2130.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[NaimSS's solution](#)

2131.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[NaimSS's solution](#)

2132.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

2133.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[NaimSS's solution](#)

2134.

1227E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-04-21 · last AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[NaimSS's solution](#)

2135.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[NaimSS's solution](#)

2136.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[NaimSS's solution](#)

2137.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

2138.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[NaimSS's solution](#)

2139.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[NaimSS's solution](#)

2140.

1333F

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

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[NaimSS's solution](#)

2141.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[NaimSS's solution](#)

2142.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2020-04-05 · last AC: 2020-04-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[NaimSS's solution](#)

2143.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

2144.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[NaimSS's solution](#)

2145.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[NaimSS's solution](#)

2146.

902D

[GCD of Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

2147.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2148.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[NaimSS's solution](#)

2149.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[NaimSS's solution](#)

2150.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[NaimSS's solution](#)

2151.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees
[NaimSS's solution](#)

2152.

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[NaimSS's solution](#)

2153.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[NaimSS's solution](#)

2154.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-01-31 · last AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[NaimSS's solution](#)

2155.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
[NaimSS's solution](#)

2156.

1047D

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

Rating: 2200 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings
[NaimSS's solution](#)

2157.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
[NaimSS's solution](#)

2158.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[NaimSS's solution](#)**2159.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[NaimSS's solution](#)**2160.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[NaimSS's solution](#)**2161.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[NaimSS's solution](#)**2162.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[NaimSS's solution](#)**2163.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[NaimSS's solution](#)**2164.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[NaimSS's solution](#)**2165.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)**2166.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: binary search, greedy

[NaimSS's solution](#)**2167.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-14 · last AC: 2019-06-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[NaimSS's solution](#)

2168.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

2169.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[NaimSS's solution](#)

2170.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[NaimSS's solution](#)

2171.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[NaimSS's solution](#)

2172.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[NaimSS's solution](#)

2173.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[NaimSS's solution](#)

2174.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[NaimSS's solution](#)

2175.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[NaimSS's solution](#)

2176.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[NaimSS's solution](#)

2177.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[NaimSS's solution](#)

2178.

1866I

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers

[NaimSS's solution](#)

2179.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

2180.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[NaimSS's solution](#)

2181.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[NaimSS's solution](#)

2182.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[NaimSS's solution](#)

2183.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[NaimSS's solution](#)

2184.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[NaimSS's solution](#)

2185.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[NaimSS's solution](#)

2186.

177F2

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

Quality: 242 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

2187.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[NaimSS's solution](#)

2188.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing
[NaimSS's solution](#)

2189.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[NaimSS's solution](#)

2190.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings
[NaimSS's solution](#)

2191.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities
[NaimSS's solution](#)

2192.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[NaimSS's solution](#)

2193.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[NaimSS's solution](#)

2194.

628E

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

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[NaimSS's solution](#)

2195.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[NaimSS's solution](#)

2196.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[NaimSS's solution](#)

2197.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[NaimSS's solution](#)

2198.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[NaimSS's solution](#)

2199.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[NaimSS's solution](#)

2200.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[NaimSS's solution](#)

2201.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[NaimSS's solution](#)

2202.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[NaimSS's solution](#)

2203.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[NaimSS's solution](#)

2204.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[NaimSS's solution](#)

2205.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities
[NaimSS's solution](#)

2206.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[NaimSS's solution](#)

2207.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[NaimSS's solution](#)

2208.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[NaimSS's solution](#)**2209.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[NaimSS's solution](#)**2210.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[NaimSS's solution](#)**2211.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[NaimSS's solution](#)**2212.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[NaimSS's solution](#)**2213.**

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[NaimSS's solution](#)**2214.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[NaimSS's solution](#)**2215.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[NaimSS's solution](#)**2216.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[NaimSS's solution](#)**2217.**

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[NaimSS's solution](#)

2218.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[NaimSS's solution](#)

2219.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[NaimSS's solution](#)

2220.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[NaimSS's solution](#)

2221.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[NaimSS's solution](#)

2222.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[NaimSS's solution](#)

2223.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[NaimSS's solution](#)

2224.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[NaimSS's solution](#)

2225.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[NaimSS's solution](#)

2226.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[NaimSS's solution](#)

2227.

774E

[Big Number and Remainder](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 2300 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory

[NaimSS's solution](#)

2228.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[NaimSS's solution](#)

2229.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2020-09-25 · last AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees
[NaimSS's solution](#)

2230.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[NaimSS's solution](#)

2231.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy
[NaimSS's solution](#)

2232.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[NaimSS's solution](#)

2233.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees
[NaimSS's solution](#)

2234.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[NaimSS's solution](#)

2235.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[NaimSS's solution](#)

2236.

803G

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

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[NaimSS's solution](#)

2237.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[NaimSS's solution](#)

2238.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings
[NaimSS's solution](#)

2239.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[NaimSS's solution](#)

2240.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: combinatorics, strings
[NaimSS's solution](#)

2241.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[NaimSS's solution](#)

2242.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[NaimSS's solution](#)

2243.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[NaimSS's solution](#)

2244.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[NaimSS's solution](#)

2245.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers
[NaimSS's solution](#)

2246.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[NaimSS's solution](#)

2247.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[NaimSS's solution](#)

2248.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[NaimSS's solution](#)

2249.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[NaimSS's solution](#)

2250.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[NaimSS's solution](#)

2251.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[NaimSS's solution](#)

2252.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[NaimSS's solution](#)

2253.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[NaimSS's solution](#)

2254.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[NaimSS's solution](#)

2255.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[NaimSS's solution](#)

2256.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[NaimSS's solution](#)

2257.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

2258.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[NaimSS's solution](#)

2259.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math

[NaimSS's solution](#)

2260.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[NaimSS's solution](#)

2261.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[NaimSS's solution](#)

2262.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-07-05 · last AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[NaimSS's solution](#)

2263.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[NaimSS's solution](#)

2264.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[NaimSS's solution](#)

2265.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[NaimSS's solution](#)

2266.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[NaimSS's solution](#)

2267.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[NaimSS's solution](#)

2268.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[NaimSS's solution](#)

2269.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2020-06-23 · last AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[NaimSS's solution](#)

2270.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[NaimSS's solution](#)

2271.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[NaimSS's solution](#)

2272.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[NaimSS's solution](#)

2273.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2274.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[NaimSS's solution](#)

2275.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[NaimSS's solution](#)

2276.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[NaimSS's solution](#)

2277.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: dp

[NaimSS's solution](#)

2278.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[NaimSS's solution](#)

2279.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[NaimSS's solution](#)

2280.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2281.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[NaimSS's solution](#)

2282.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[NaimSS's solution](#)

2283.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[NaimSS's solution](#)

2284.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[NaimSS's solution](#)

2285.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[NaimSS's solution](#)

2286.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-05-12 · last AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[NaimSS's solution](#)

2287.

1228E

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

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2020-05-11 · last AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

2288.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[NaimSS's solution](#)

2289.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[NaimSS's solution](#)

2290.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[NaimSS's solution](#)

2291.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[NaimSS's solution](#)

2292.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[NaimSS's solution](#)

2293.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[NaimSS's solution](#)

2294.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[NaimSS's solution](#)

2295.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[NaimSS's solution](#)

2296.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[NaimSS's solution](#)

2297.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[NaimSS's solution](#)

2298.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[NaimSS's solution](#)

2299.

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[NaimSS's solution](#)

2300.

1323E

[Instant Noodles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory

[NaimSS's solution](#)

2301.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[NaimSS's solution](#)

2302.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[NaimSS's solution](#)

2303.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[NaimSS's solution](#)

2304.

1277F

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

Rating: 2300 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[NaimSS's solution](#)

2305.

1293E

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

Rating: 2300 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, trees

[NaimSS's solution](#)

2306.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2020-01-23 · last AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[NaimSS's solution](#)

2307.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[NaimSS's solution](#)

2308.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[NaimSS's solution](#)

2309.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[NaimSS's solution](#)

2310.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[NaimSS's solution](#)

2311.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[NaimSS's solution](#)

2312.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[NaimSS's solution](#)

2313.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[NaimSS's solution](#)

2314.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[NaimSS's solution](#)

2315.

1204E

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

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[NaimSS's solution](#)

2316.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[NaimSS's solution](#)

2317.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

2318.

1191E

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

Rating: 2300 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[NaimSS's solution](#)

2319.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: number theory

[NaimSS's solution](#)

2320.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[NaimSS's solution](#)

2321.

103433C

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

Rating: 2400 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NaimSS's solution](#)

2322.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[NaimSS's solution](#)

2323.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[NaimSS's solution](#)

2324.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[NaimSS's solution](#)

2325.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[NaimSS's solution](#)

2326.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[NaimSS's solution](#)

2327.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[NaimSS's solution](#)

2328.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[NaimSS's solution](#)

2329.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[NaimSS's solution](#)

2330.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[NaimSS's solution](#)

2331.

1005E2

[Median on Segments \(General Case Edition\) · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[NaimSS's solution](#)

2332.

1837F

[Editorial for Two · Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[NaimSS's solution](#)

2333.

767E

[Change-free · Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[NaimSS's solution](#)

2334.

359E

[Neatness · Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[NaimSS's solution](#)

2335.

835E

[The penguin's game · Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[NaimSS's solution](#)

2336.

533F

[Encoding · Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[NaimSS's solution](#)

2337.

786C

[Till I Collapse · Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[NaimSS's solution](#)

2338.

1780G

[Delicious Dessert · Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[NaimSS's solution](#)

2339.

1795F

[Blocking Chips · Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[NaimSS's solution](#)

2340.

679C

[Bear and Square Grid · Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, implementation

[NaimSS's solution](#)

2341.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[NaimSS's solution](#)

2342.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2023-01-01 · last AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[NaimSS's solution](#)

2343.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

2344.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[NaimSS's solution](#)

2345.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[NaimSS's solution](#)

2346.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[NaimSS's solution](#)

2347.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[NaimSS's solution](#)

2348.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

2349.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[NaimSS's solution](#)

2350.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[NaimSS's solution](#)

2351.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[NaimSS's solution](#)

2352.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[NaimSS's solution](#)

2353.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[NaimSS's solution](#)

2354.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[NaimSS's solution](#)

2355.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[NaimSS's solution](#)

2356.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[NaimSS's solution](#)

2357.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

2358.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[NaimSS's solution](#)

2359.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

2360.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[NaimSS's solution](#)

2361.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[NaimSS's solution](#)

2362.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[NaimSS's solution](#)

2363.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[NaimSS's solution](#)

2364.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[NaimSS's solution](#)

2365.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[NaimSS's solution](#)

2366.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
[NaimSS's solution](#)

2367.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
[NaimSS's solution](#)

2368.

1633E

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

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[NaimSS's solution](#)

2369.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees
[NaimSS's solution](#)

2370.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[NaimSS's solution](#)

2371.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, sortings

[NaimSS's solution](#)

2372.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[NaimSS's solution](#)

2373.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[NaimSS's solution](#)

2374.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[NaimSS's solution](#)

2375.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[NaimSS's solution](#)

2376.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[NaimSS's solution](#)

2377.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[NaimSS's solution](#)

2378.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[NaimSS's solution](#)

2379.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[NaimSS's solution](#)

2380.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[NaimSS's solution](#)

2381.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string

suffix structures

[NaimSS's solution](#)

2382.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[NaimSS's solution](#)

2383.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[NaimSS's solution](#)

2384.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[NaimSS's solution](#)

2385.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[NaimSS's solution](#)

2386.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[NaimSS's solution](#)

2387.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[NaimSS's solution](#)

2388.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[NaimSS's solution](#)

2389.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

2390.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[NaimSS's solution](#)

2391.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2020-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[NaimSS's solution](#)

2392.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[NaimSS's solution](#)

2393.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[NaimSS's solution](#)

2394.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[NaimSS's solution](#)

2395.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[NaimSS's solution](#)

2396.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[NaimSS's solution](#)

2397.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, matrices, probabilities

[NaimSS's solution](#)

2398.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: strings

[NaimSS's solution](#)

2399.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[NaimSS's solution](#)

2400.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2020-10-20 · last AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[NaimSS's solution](#)

2401.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[NaimSS's solution](#)

2402.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[NaimSS's solution](#)

2403.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[NaimSS's solution](#)

2404.

1152E

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

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[NaimSS's solution](#)

2405.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[NaimSS's solution](#)

2406.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[NaimSS's solution](#)

2407.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

2408.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[NaimSS's solution](#)

2409.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[NaimSS's solution](#)

2410.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[NaimSS's solution](#)

2411.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[NaimSS's solution](#)

2412.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[NaimSS's solution](#)

2413.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[NaimSS's solution](#)

2414.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[NaimSS's solution](#)

2415.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[NaimSS's solution](#)

2416.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[NaimSS's solution](#)

2417.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[NaimSS's solution](#)

2418.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[NaimSS's solution](#)

2419.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[NaimSS's solution](#)

2420.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[NaimSS's solution](#)

2421.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[NaimSS's solution](#)

2422.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[NaimSS's solution](#)

2423.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[NaimSS's solution](#)

2424.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[NaimSS's solution](#)

2425.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[NaimSS's solution](#)

2426.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[NaimSS's solution](#)

2427.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2428.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[NaimSS's solution](#)

2429.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[NaimSS's solution](#)

2430.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[NaimSS's solution](#)

2431.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[NaimSS's solution](#)

2432.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[NaimSS's solution](#)

2433.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[NaimSS's solution](#)

2434.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[NaimSS's solution](#)

2435.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[NaimSS's solution](#)

2436.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[NaimSS's solution](#)

2437.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2020-07-05 · last AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[NaimSS's solution](#)

2438.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[NaimSS's solution](#)

2439.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[NaimSS's solution](#)

2440.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[NaimSS's solution](#)

2441.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[NaimSS's solution](#)

2442.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[NaimSS's solution](#)

2443.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2020-06-27 · last AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[NaimSS's solution](#)

2444.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2445.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[NaimSS's solution](#)

2446.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[NaimSS's solution](#)

2447.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[NaimSS's solution](#)

2448.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[NaimSS's solution](#)

2449.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[NaimSS's solution](#)

2450.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[NaimSS's solution](#)

2451.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[NaimSS's solution](#)

2452.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[NaimSS's solution](#)

2453.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NaimSS's solution](#)

2454.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[NaimSS's solution](#)

2455.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[NaimSS's solution](#)

2456.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2457.

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, graphs

[NaimSS's solution](#)

2458.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[NaimSS's solution](#)

2459.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[NaimSS's solution](#)

2460.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[NaimSS's solution](#)

2461.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2020-06-08 · last AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[NaimSS's solution](#)

2462.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: dp, implementation

[NaimSS's solution](#)

2463.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[NaimSS's solution](#)

2464.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2020-06-02 · last AC: 2020-06-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[NaimSS's solution](#)

2465.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: data structures

[NaimSS's solution](#)

2466.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: data structures, dp

[NaimSS's solution](#)

2467.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory

[NaimSS's solution](#)

2468.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[NaimSS's solution](#)

2469.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

2470.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[NaimSS's solution](#)

2471.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[NaimSS's solution](#)

2472.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[NaimSS's solution](#)

2473.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[NaimSS's solution](#)

2474.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[NaimSS's solution](#)

2475.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[NaimSS's solution](#)

2476.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[NaimSS's solution](#)

2477.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[NaimSS's solution](#)

2478.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[NaimSS's solution](#)

2479.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[NaimSS's solution](#)

2480.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[NaimSS's solution](#)

2481.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[NaimSS's solution](#)

2482.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[NaimSS's solution](#)

2483.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[NaimSS's solution](#)

2484.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[NaimSS's solution](#)

2485.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2486.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[NaimSS's solution](#)

2487.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[NaimSS's solution](#)

2488.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[NaimSS's solution](#)

2489.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[NaimSS's solution](#)

2490.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[NaimSS's solution](#)

2491.

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[NaimSS's solution](#)

2492.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[NaimSS's solution](#)

2493.

1343F

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

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, implementation

[NaimSS's solution](#)

2494.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[NaimSS's solution](#)

2495.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[NaimSS's solution](#)

2496.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[NaimSS's solution](#)

2497.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[NaimSS's solution](#)

2498.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[NaimSS's solution](#)

2499.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[NaimSS's solution](#)

2500.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2501.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[NaimSS's solution](#)

2502.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[NaimSS's solution](#)

2503.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[NaimSS's solution](#)

2504.

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[NaimSS's solution](#)

2505.

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices
[NaimSS's solution](#)

2506.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[NaimSS's solution](#)

2507.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[NaimSS's solution](#)

2508.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[NaimSS's solution](#)

2509.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[NaimSS's solution](#)

2510.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[NaimSS's solution](#)

2511.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[NaimSS's solution](#)

2512.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[NaimSS's solution](#)

2513.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[NaimSS's solution](#)

2514.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[NaimSS's solution](#)

2515.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[NaimSS's solution](#)

2516.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2019-07-31 · last AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[NaimSS's solution](#)

2517.

1174F

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

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[NaimSS's solution](#)

2518.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[NaimSS's solution](#)

2519.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[NaimSS's solution](#)

2520.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[NaimSS's solution](#)

2521.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[NaimSS's solution](#)

2522.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities

[NaimSS's solution](#)

2523.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[NaimSS's solution](#)

2524.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[NaimSS's solution](#)

2525.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[NaimSS's solution](#)

2526.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, two pointers

[NaimSS's solution](#)

2527.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs, trees

[NaimSS's solution](#)

2528.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[NaimSS's solution](#)

2529.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

2530.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[NaimSS's solution](#)

2531.

1090G

[Combostone](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 2500 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation

[NaimSS's solution](#)

2532.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[NaimSS's solution](#)

2533.

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[NaimSS's solution](#)

2534.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[NaimSS's solution](#)

2535.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[NaimSS's solution](#)

2536.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[NaimSS's solution](#)

2537.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2538.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[NaimSS's solution](#)

2539.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[NaimSS's solution](#)

2540.

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[NaimSS's solution](#)

2541.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, strings

[NaimSS's solution](#)

2542.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[NaimSS's solution](#)

2543.

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[NaimSS's solution](#)

2544.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[NaimSS's solution](#)

2545.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[NaimSS's solution](#)

2546.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

2547.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[NaimSS's solution](#)

2548.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[NaimSS's solution](#)

2549.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[NaimSS's solution](#)

2550.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[NaimSS's solution](#)

2551.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2552.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[NaimSS's solution](#)

2553.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[NaimSS's solution](#)

2554.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[NaimSS's solution](#)

2555.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[NaimSS's solution](#)

2556.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[NaimSS's solution](#)

2557.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[NaimSS's solution](#)

2558.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[NaimSS's solution](#)

2559.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[NaimSS's solution](#)

2560.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[NaimSS's solution](#)

2561.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[NaimSS's solution](#)

2562.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[NaimSS's solution](#)

2563.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[NaimSS's solution](#)

2564.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[NaimSS's solution](#)

2565.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, matrices

[NaimSS's solution](#)

2566.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[NaimSS's solution](#)

2567.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[NaimSS's solution](#)

2568.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs
[NaimSS's solution](#)

2569.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[NaimSS's solution](#)

2570.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: trees
[NaimSS's solution](#)

2571.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[NaimSS's solution](#)

2572.

628F

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

Quality: 964 global accepts · Rating: 2500 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[NaimSS's solution](#)

2573.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[NaimSS's solution](#)

2574.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers
[NaimSS's solution](#)

2575.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu
[NaimSS's solution](#)

2576.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu,

graphs

[NaimSS's solution](#)

2577.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[NaimSS's solution](#)

2578.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[NaimSS's solution](#)

2579.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[NaimSS's solution](#)

2580.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[NaimSS's solution](#)

2581.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[NaimSS's solution](#)

2582.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[NaimSS's solution](#)

2583.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[NaimSS's solution](#)

2584.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[NaimSS's solution](#)

2585.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[NaimSS's solution](#)

2586.

1497E2

[Square-Free Division \(hard version\) · Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[NaimSS's solution](#)

2587.

607C

[Marbles · Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[NaimSS's solution](#)

2588.

735E

[Ostap and Tree · Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[NaimSS's solution](#)

2589.

1188C

[Array Beauty · Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2590.

875F

[Royal Questions · Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[NaimSS's solution](#)

2591.

981G

[Magic multisets · Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2592.

1492E

[Almost Fault-Tolerant Database · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[NaimSS's solution](#)

2593.

1479C

[Continuous City · Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[NaimSS's solution](#)

2594.

1481E

[Sorting Books · Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[NaimSS's solution](#)

2595.

1485E

[Move and Swap · Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NaimSS's solution](#)

2596.

909F

[AND-permutations · Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

2597.

1474E

[What Is It? · Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)

2598.

1452E

[Two Editorials · Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[NaimSS's solution](#)

2599.

835F

[Roads in the Kingdom · Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[NaimSS's solution](#)

2600.

883D

[Packmen Strike Back · Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[NaimSS's solution](#)

2601.

883L

[Berland.Taxi · Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2602.

449C

[Jzzhu and Apples · Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[NaimSS's solution](#)

2603.

1444C

[Team-Building · Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[NaimSS's solution](#)

2604.

609F

[Frogs and mosquitoes · Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[NaimSS's solution](#)

2605.

995D

[Game · Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

2606.

997C

[Sky Full of Stars · Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[NaimSS's solution](#)

2607.

1251F

[Red-White Fence · Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[NaimSS's solution](#)

2608.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2020-10-26 · last AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[NaimSS's solution](#)

2609.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[NaimSS's solution](#)

2610.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[NaimSS's solution](#)

2611.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[NaimSS's solution](#)

2612.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[NaimSS's solution](#)

2613.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[NaimSS's solution](#)

2614.

655F

[Cowslip Collections](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[NaimSS's solution](#)

2615.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[NaimSS's solution](#)

2616.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[NaimSS's solution](#)

2617.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[NaimSS's solution](#)

2618.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[NaimSS's solution](#)

2619.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[NaimSS's solution](#)

2620.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2621.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[NaimSS's solution](#)

2622.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[NaimSS's solution](#)

2623.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-08-28 · last AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[NaimSS's solution](#)

2624.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[NaimSS's solution](#)

2625.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[NaimSS's solution](#)

2626.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2020-08-07 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[NaimSS's solution](#)

2627.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[NaimSS's solution](#)

2628.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[NaimSS's solution](#)

2629.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2500 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[NaimSS's solution](#)

2630.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[NaimSS's solution](#)

2631.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

2632.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings

[NaimSS's solution](#)

2633.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[NaimSS's solution](#)

2634.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[NaimSS's solution](#)

2635.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2020-07-16 · last AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[NaimSS's solution](#)

2636.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[NaimSS's solution](#)

2637.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2638.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[NaimSS's solution](#)

2639.

1181E1

[A Story of One Country \(Easy\) · Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, sortings
[NaimSS's solution](#)

2640.

911G

[Mass Change Queries · Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[NaimSS's solution](#)

2641.

1375E

[Inversion SwapSort · Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[NaimSS's solution](#)

2642.

555D

[Case of a Top Secret · Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[NaimSS's solution](#)

2643.

1053C

[Putting Boxes Together · Tutorial](#)

Rating: 2500 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[NaimSS's solution](#)

2644.

605D

[Board Game · Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar
[NaimSS's solution](#)

2645.

804D

[Expected diameter of a tree · Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[NaimSS's solution](#)

2646.

805F

[Expected diameter of a tree · Tutorial](#)

Rating: 2500 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, probabilities, trees
[NaimSS's solution](#)

2647.

963D

[Frequency of String · Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[NaimSS's solution](#)

2648.

840D

[Destiny · Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2020-06-22 · last AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[NaimSS's solution](#)

2649.

1055E

[Segments on the Line · Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[NaimSS's solution](#)

2650.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[NaimSS's solution](#)

2651.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[NaimSS's solution](#)

2652.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[NaimSS's solution](#)

2653.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[NaimSS's solution](#)

2654.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[NaimSS's solution](#)

2655.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[NaimSS's solution](#)

2656.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[NaimSS's solution](#)

2657.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[NaimSS's solution](#)

2658.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[NaimSS's solution](#)

2659.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: dp

[NaimSS's solution](#)

2660.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[NaimSS's solution](#)

2661.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[NaimSS's solution](#)

2662.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[NaimSS's solution](#)

2663.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[NaimSS's solution](#)

2664.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[NaimSS's solution](#)

2665.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2020-05-20 · last AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[NaimSS's solution](#)

2666.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-05-18 · last AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[NaimSS's solution](#)

2667.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[NaimSS's solution](#)

2668.

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

2669.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[NaimSS's solution](#)

2670.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[NaimSS's solution](#)

2671.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2020-04-05 · last AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[NaimSS's solution](#)

2672.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[NaimSS's solution](#)

2673.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[NaimSS's solution](#)

2674.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[NaimSS's solution](#)

2675.

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[NaimSS's solution](#)

2676.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[NaimSS's solution](#)

2677.

1086D

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

Rating: 2500 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[NaimSS's solution](#)

2678.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[NaimSS's solution](#)

2679.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2020-02-11 · last AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[NaimSS's solution](#)

2680.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[NaimSS's solution](#)

2681.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, trees

[NaimSS's solution](#)

2682.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[NaimSS's solution](#)

2683.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[NaimSS's solution](#)

2684.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[NaimSS's solution](#)

2685.

67C

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

Quality: 745 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[NaimSS's solution](#)

2686.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[NaimSS's solution](#)

2687.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[NaimSS's solution](#)

2688.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[NaimSS's solution](#)

2689.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[NaimSS's solution](#)

2690.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[NaimSS's solution](#)

2691.

1558D

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

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[NaimSS's solution](#)

2692.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[NaimSS's solution](#)

2693.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

2694.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[NaimSS's solution](#)

2695.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[NaimSS's solution](#)

2696.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[NaimSS's solution](#)

2697.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2698.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[NaimSS's solution](#)

2699.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[NaimSS's solution](#)

2700.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2701.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[NaimSS's solution](#)**2702.**

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[NaimSS's solution](#)**2703.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[NaimSS's solution](#)**2704.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[NaimSS's solution](#)**2705.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)**2706.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[NaimSS's solution](#)**2707.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: fft

[NaimSS's solution](#)**2708.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[NaimSS's solution](#)**2709.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[NaimSS's solution](#)**2710.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[NaimSS's solution](#)**2711.**

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[NaimSS's solution](#)

2712.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, expression parsing

[NaimSS's solution](#)

2713.

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2714.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[NaimSS's solution](#)

2715.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, trees

[NaimSS's solution](#)

2716.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[NaimSS's solution](#)

2717.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[NaimSS's solution](#)

2718.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[NaimSS's solution](#)

2719.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2720.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[NaimSS's solution](#)

2721.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[NaimSS's solution](#)

2722.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[NaimSS's solution](#)**2723.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[NaimSS's solution](#)**2724.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[NaimSS's solution](#)**2725.**

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[NaimSS's solution](#)**2726.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[NaimSS's solution](#)**2727.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[NaimSS's solution](#)**2728.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, number theory

[NaimSS's solution](#)**2729.**

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[NaimSS's solution](#)**2730.**

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[NaimSS's solution](#)**2731.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[NaimSS's solution](#)

2732.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-12-12 · last AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[NaimSS's solution](#)

2733.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[NaimSS's solution](#)

2734.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · last AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[NaimSS's solution](#)

2735.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2020-11-01 · last AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[NaimSS's solution](#)

2736.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[NaimSS's solution](#)

2737.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[NaimSS's solution](#)

2738.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[NaimSS's solution](#)

2739.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[NaimSS's solution](#)

2740.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[NaimSS's solution](#)

2741.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

2742.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[NaimSS's solution](#)

2743.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[NaimSS's solution](#)

2744.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[NaimSS's solution](#)

2745.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[NaimSS's solution](#)

2746.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2020-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[NaimSS's solution](#)

2747.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[NaimSS's solution](#)

2748.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[NaimSS's solution](#)

2749.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: bitmasks, fft, math, number theory

[NaimSS's solution](#)

2750.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[NaimSS's solution](#)

2751.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings

[NaimSS's solution](#)

2752.

1265F

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

Rating: 2600 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[NaimSS's solution](#)

2753.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[NaimSS's solution](#)

2754.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[NaimSS's solution](#)

2755.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[NaimSS's solution](#)

2756.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[NaimSS's solution](#)

2757.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[NaimSS's solution](#)

2758.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[NaimSS's solution](#)

2759.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[NaimSS's solution](#)

2760.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[NaimSS's solution](#)

2761.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[NaimSS's solution](#)

2762.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[NaimSS's solution](#)

2763.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[NaimSS's solution](#)

2764.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[NaimSS's solution](#)

2765.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[NaimSS's solution](#)

2766.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2020-05-26 · last AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[NaimSS's solution](#)

2767.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[NaimSS's solution](#)

2768.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[NaimSS's solution](#)

2769.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[NaimSS's solution](#)

2770.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[NaimSS's solution](#)

2771.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[NaimSS's solution](#)

2772.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

2773.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[NaimSS's solution](#)

2774.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[NaimSS's solution](#)

2775.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[NaimSS's solution](#)

2776.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: dp, strings

[NaimSS's solution](#)

2777.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-05-18 · last AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[NaimSS's solution](#)

2778.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[NaimSS's solution](#)

2779.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2020-05-25 · last AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[NaimSS's solution](#)

2780.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[NaimSS's solution](#)

2781.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[NaimSS's solution](#)

2782.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2020-05-21 · last AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[NaimSS's solution](#)

2783.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities
[NaimSS's solution](#)

2784.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[NaimSS's solution](#)

2785.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[NaimSS's solution](#)

2786.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[NaimSS's solution](#)

2787.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[NaimSS's solution](#)

2788.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[NaimSS's solution](#)

2789.

1325E

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

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[NaimSS's solution](#)

2790.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[NaimSS's solution](#)

2791.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees
[NaimSS's solution](#)

2792.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[NaimSS's solution](#)

2793.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
[NaimSS's solution](#)

2794.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities, trees
[NaimSS's solution](#)

2795.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[NaimSS's solution](#)

2796.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[NaimSS's solution](#)

2797.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[NaimSS's solution](#)

2798.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, matrices
[NaimSS's solution](#)

2799.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees
[NaimSS's solution](#)

2800.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[NaimSS's solution](#)

2801.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees
[NaimSS's solution](#)

2802.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
[NaimSS's solution](#)

2803.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[NaimSS's solution](#)**2804.**

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[NaimSS's solution](#)**2805.**

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[NaimSS's solution](#)**2806.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[NaimSS's solution](#)**2807.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[NaimSS's solution](#)**2808.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[NaimSS's solution](#)**2809.**

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[NaimSS's solution](#)**2810.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[NaimSS's solution](#)**2811.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[NaimSS's solution](#)**2812.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[NaimSS's solution](#)**2813.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[NaimSS's solution](#)

2814.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[NaimSS's solution](#)

2815.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[NaimSS's solution](#)

2816.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[NaimSS's solution](#)

2817.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

2818.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: number theory, sortings

[NaimSS's solution](#)

2819.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[NaimSS's solution](#)

2820.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[NaimSS's solution](#)

2821.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[NaimSS's solution](#)

2822.

1617E

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

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[NaimSS's solution](#)

2823.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[NaimSS's solution](#)

2824.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[NaimSS's solution](#)

2825.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[NaimSS's solution](#)

2826.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[NaimSS's solution](#)

2827.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[NaimSS's solution](#)

2828.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[NaimSS's solution](#)

2829.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-04 · last AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, number theory

[NaimSS's solution](#)

2830.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-21 · last AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[NaimSS's solution](#)

2831.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[NaimSS's solution](#)

2832.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[NaimSS's solution](#)

2833.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[NaimSS's solution](#)

2834.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[NaimSS's solution](#)

2835.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings
[NaimSS's solution](#)

2836.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees
[NaimSS's solution](#)

2837.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: strings
[NaimSS's solution](#)

2838.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2020-10-21 · last AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures
[NaimSS's solution](#)

2839.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[NaimSS's solution](#)

2840.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-05 · last AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[NaimSS's solution](#)

2841.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[NaimSS's solution](#)

2842.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs
[NaimSS's solution](#)

2843.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees
[NaimSS's solution](#)

2844.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[NaimSS's solution](#)

2845.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: data structures, trees
[NaimSS's solution](#)

2846.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs
[NaimSS's solution](#)

2847.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[NaimSS's solution](#)

2848.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[NaimSS's solution](#)

2849.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[NaimSS's solution](#)

2850.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[NaimSS's solution](#)

2851.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2020-04-17 · last AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[NaimSS's solution](#)

2852.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees
[NaimSS's solution](#)

2853.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs
[NaimSS's solution](#)

2854.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[NaimSS's solution](#)

2855.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[NaimSS's solution](#)**2856.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[NaimSS's solution](#)**2857.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)**2858.**

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[NaimSS's solution](#)**2859.**

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-12 · last AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[NaimSS's solution](#)**2860.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry, graphs

[NaimSS's solution](#)**2861.**

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[NaimSS's solution](#)**2862.**

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[NaimSS's solution](#)**2863.**

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2020-06-07 · last AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[NaimSS's solution](#)**2864.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[NaimSS's solution](#)

2865.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[NaimSS's solution](#)**2866.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[NaimSS's solution](#)**2867.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[NaimSS's solution](#)**2868.**

1345F

[Résumé Review](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[NaimSS's solution](#)**2869.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[NaimSS's solution](#)**2870.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[NaimSS's solution](#)**2871.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[NaimSS's solution](#)**2872.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[NaimSS's solution](#)**2873.**

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[NaimSS's solution](#)**2874.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[NaimSS's solution](#)

2875.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[NaimSS's solution](#)

2876.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[NaimSS's solution](#)

2877.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[NaimSS's solution](#)

2878.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[NaimSS's solution](#)

2879.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees
[NaimSS's solution](#)

2880.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: flows
[NaimSS's solution](#)

2881.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[NaimSS's solution](#)

2882.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees
[NaimSS's solution](#)

2883.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
[NaimSS's solution](#)

2884.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, greedy
[NaimSS's solution](#)

2885.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2886.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[NaimSS's solution](#)

2887.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2888.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings

[NaimSS's solution](#)

2889.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[NaimSS's solution](#)

2890.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[NaimSS's solution](#)

2891.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[NaimSS's solution](#)

2892.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[NaimSS's solution](#)

2893.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2022-01-14 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[NaimSS's solution](#)

2894.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[NaimSS's solution](#)

2895.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

2896.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[NaimSS's solution](#)

2897.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[NaimSS's solution](#)

2898.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[NaimSS's solution](#)

2899.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[NaimSS's solution](#)

2900.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[NaimSS's solution](#)

2901.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[NaimSS's solution](#)

2902.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[NaimSS's solution](#)

2903.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[NaimSS's solution](#)

2904.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2905.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[NaimSS's solution](#)

2906.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[NaimSS's solution](#)

2907.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[NaimSS's solution](#)

2908.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[NaimSS's solution](#)

2909.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[NaimSS's solution](#)

2910.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[NaimSS's solution](#)

2911.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[NaimSS's solution](#)

2912.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[NaimSS's solution](#)

2913.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[NaimSS's solution](#)

2914.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[NaimSS's solution](#)

2915.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[NaimSS's solution](#)

2916.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graph matchings, graphs, trees

[NaimSS's solution](#)

2917.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[NaimSS's solution](#)

2918.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[NaimSS's solution](#)

2919.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-04-29 · last AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[NaimSS's solution](#)

2920.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[NaimSS's solution](#)

2921.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[NaimSS's solution](#)

2922.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[NaimSS's solution](#)

2923.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[NaimSS's solution](#)

2924.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle

[NaimSS's solution](#)

2925.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation

[NaimSS's solution](#)

2926.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[NaimSS's solution](#)

2927.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[NaimSS's solution](#)

2928.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[NaimSS's solution](#)

2929.

512D

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

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[NaimSS's solution](#)

2930.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[NaimSS's solution](#)

2931.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[NaimSS's solution](#)

2932.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[NaimSS's solution](#)

2933.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[NaimSS's solution](#)

2934.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[NaimSS's solution](#)

2935.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, shortest paths

[NaimSS's solution](#)

2936.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[NaimSS's solution](#)

2937.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[NaimSS's solution](#)

2938.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[NaimSS's solution](#)

2939.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[NaimSS's solution](#)

2940.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[NaimSS's solution](#)

2941.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2942.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[NaimSS's solution](#)

2943.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[NaimSS's solution](#)

2944.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[NaimSS's solution](#)

2945.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2020-07-03 · last AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2946.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[NaimSS's solution](#)

2947.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2948.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[NaimSS's solution](#)

2949.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[NaimSS's solution](#)

2950.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2020-02-14 · last AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[NaimSS's solution](#)

2951.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[NaimSS's solution](#)

2952.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[NaimSS's solution](#)

2953.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[NaimSS's solution](#)

2954.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[NaimSS's solution](#)

2955.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[NaimSS's solution](#)

2956.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees

[NaimSS's solution](#)

2957.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry

[NaimSS's solution](#)

2958.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[NaimSS's solution](#)

2959.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[NaimSS's solution](#)

2960.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[NaimSS's solution](#)

2961.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[NaimSS's solution](#)

2962.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2963.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[NaimSS's solution](#)

2964.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[NaimSS's solution](#)

2965.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[NaimSS's solution](#)

2966.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[NaimSS's solution](#)

2967.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[NaimSS's solution](#)

2968.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[NaimSS's solution](#)

2969.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[NaimSS's solution](#)

2970.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2023-04-11 · last AC: 2023-04-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[NaimSS's solution](#)

2971.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy

[NaimSS's solution](#)

2972.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[NaimSS's solution](#)

2973.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[NaimSS's solution](#)

2974.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[NaimSS's solution](#)

2975.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[NaimSS's solution](#)

2976.

1384E

[String Transformation 2](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[NaimSS's solution](#)

2977.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2020-06-11 · last AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

2978.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[NaimSS's solution](#)

2979.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[NaimSS's solution](#)

2980.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[NaimSS's solution](#)

2981.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: games

[NaimSS's solution](#)

2982.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-06-30 · last AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[NaimSS's solution](#)

2983.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[NaimSS's solution](#)

2984.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[NaimSS's solution](#)

2985.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[NaimSS's solution](#)

2986.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[NaimSS's solution](#)

2987.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · last AC: 2025-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

2988.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · Go (first AC) · Tags: *special, geometry

[NaimSS's solution](#)

2989.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, geometry

[NaimSS's solution](#)

2990.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 2 (first AC) · Tags: *special, string suffix structures

[NaimSS's solution](#)

2991.

105465G

[Graph Race · Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[NaimSS's solution](#)

2992.

105446E

[Eradication Sort · Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

2993.

105327C

[Couple of BipBop · Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

2994.

104772B

[Based Zeros · Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

2995.

104772C

[Colorful Village · Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

2996.

104772F

[First Solved, Last Coded · Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

2997.

104772I

[Intersegment Activation · Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

2998.

104772E

[Every Queen · Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

2999.

104772J

[Jumping Frogs · Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3000.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3001.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3002.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3003.

104772D

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

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3004.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3005.

undefined337

[Keven](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: *special

[NaimSS's solution](#)

3006.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3007.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3008.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3009.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3010.

105231E

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

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3011.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3012.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3013.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[NaimSS's solution](#)

3014.

105230C

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

Rating: — · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3015.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[NaimSS's solution](#)

3016.

104891A

[\(-1.1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3017.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3018.

103821H

[FAT Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3019.

103821A

[Laser Tag](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3020.

103821D

[Fairplay](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3021.

103821J

[Nour's Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3022.

103821B

[Bored of Board Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3023.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3024.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3025.

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3026.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3027.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3028.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3029.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3030.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3031.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3032.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3033.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3034.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: —

[NaimSS's solution](#)

3035.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3036.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: —

[NaimSS's solution](#)

3037.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3038.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3039.

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3040.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · last AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3041.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3042.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3043.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3044.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3045.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3046.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3047.

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3048.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3049.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3050.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3051.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3052.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3053.

102687B

[Raccoon Virus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3054.

102687C

[Forklifter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3055.

102687A

[Hey Gamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3056.

102687D

[Kapuluan ng Kalayaan 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3057.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3058.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3059.

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3060.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3061.

104596C

[Cheese, If You Please](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3062.

104596H

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

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3063.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3064.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3065.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3066.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3067.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3068.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3069.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3070.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3071.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3072.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3073.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3074.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3075.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · PyPy 3-64 (first AC) · Tags: —

[NaimSS's solution](#)

3076.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3077.

104021N

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

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3078.

104508G

[Grouping Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3079.

104508C

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

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3080.

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3081.

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3082.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3083.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3084.

103328A

[Traffic Jam](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3085.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3086.

103328D

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

Rating: — · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3087.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3088.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3089.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3090.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3091.

103328I

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

Rating: — · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3092.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3093.

104181J

[Dangerous Driving](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3094.

104181I

[A Rainy Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3095.

104181D

[Grumble Gym](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3096.

104181C

[Brownie Baking](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3097.

104218G

[Journey to Nome](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3098.

104218F

[The Austin Longhorn Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3099.

104218E

[Snowy Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3100.

104218D

[Outfit Ordeal](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3101.

104218C

[Sled Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3102.

104262G

[Path to Pluto](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3103.

104262I

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3104.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3105.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3106.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3107.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3108.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3109.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3110.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3111.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3112.

104128I

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

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3113.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3114.

104003H

[William and will.i.am](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3115.

104003G

[William and Spaceport](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3116.

104003F

[William and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3117.

104003K

[William and Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3118.

104003E

[William and Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3119.

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3120.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3121.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3122.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3123.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3124.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3125.

104466H

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

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3126.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3127.

104344F

[Pegadinha](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · last AC: 2023-07-02 · PyPy 3 (first AC) · Tags: —

[NaimSS's solution](#)

3128.

104415E

[Elevator Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3129.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3130.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3131.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3132.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3133.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3134.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3135.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3136.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3137.

104020K

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

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3138.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3139.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3140.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3141.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3142.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3143.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3144.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3145.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3146.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3147.

104373J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3148.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3149.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3150.

104373I

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

Rating: — · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3151.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3152.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3153.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3154.

104345M

[Window Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3155.

104345H

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

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3156.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3157.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3158.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3159.

101667H

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

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3160.

104270D

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

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3161.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3162.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3163.

104270M

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

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3164.

104288K

[Take On Meme](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3165.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3166.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3167.

103811A

[Allowance Exhaustion](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3168.

103811G

[Gold Medal Bout](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3169.

103811H

[How to Get Rice](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3170.

103811L

[Lockout](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3171.

103811J

[Just Skip It](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3172.

103811B

[Boat Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3173.

103811D

[Double Queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3174.

103811E

[Escape the Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3175.

103811I

[Inno Per Gli Sconfitti](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3176.

103811C

[Copy of the String](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3177.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3178.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3179.

104172D

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

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3180.

104172L

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

Rating: — · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3181.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3182.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3183.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3184.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3185.

100518C

[Catalonian Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3186.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3187.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3188.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3189.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3190.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3191.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3192.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3193.

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3194.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · last AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3195.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3196.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3197.

undefined529

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[NaimSS's solution](#)

3198.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3199.

103371K

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

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3200.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3201.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3202.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3203.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3204.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3205.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3206.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · last AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3207.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3208.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3209.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3210.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3211.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3212.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3213.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3214.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3215.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3216.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3217.

104012B

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

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3218.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3219.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3220.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3221.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3222.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3223.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3224.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3225.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3226.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3227.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3228.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3229.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3230.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3231.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3232.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3233.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3234.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3235.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3236.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3237.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3238.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3239.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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3240.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3241.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3242.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3243.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3244.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3245.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3246.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3247.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3248.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3249.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3250.

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3251.

103934D

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3252.

103934L

[Cris's vacations in Cairo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3253.

103934A

[The army of Thutmose III](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3254.

103934B

[Tuk-Tuk Express](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3255.

103934M

[Egyptian municipal elections](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3256.

103934J

[Apep, the Lord of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3257.

103934E

[Fig trees of Hatshepsut](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3258.

103934K

[Railways](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3259.

103934C

[Book of the Dead's spells](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3260.

103934I

[Offering to god Ra](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3261.

103934G

[Mmoohhaammeedd](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3262.

103934F

[Indiana Jiang and the sphinx riddle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3263.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3264.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3265.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3266.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3267.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3268.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3269.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3270.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3271.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3272.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3273.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3274.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3275.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3276.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3277.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3278.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3279.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3280.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3281.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3282.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3283.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3284.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3285.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3286.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3287.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3288.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3289.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3290.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3291.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3292.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3293.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3294.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3295.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3296.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3297.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3298.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3299.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3300.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3301.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3302.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3303.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3304.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3305.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3306.

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3307.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3308.

102994E

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

Rating: — · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3309.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3310.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3311.

103708G

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

Rating: — · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3312.

103708C

[Candies median](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3313.

103708A

[Anya's gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3314.

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3315.

103708F

[Froginald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3316.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3317.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3318.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3319.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3320.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3321.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3322.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3323.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3324.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3325.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3326.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3327.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3328.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3329.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3330.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3331.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3332.

100781H

[Hero Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3333.

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3334.

103743H

[Super Gray Pony](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3335.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3336.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3337.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3338.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3339.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3340.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3341.

100517F

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

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3342.

100517G

[Grid Wire Layout](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3343.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3344.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3345.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3346.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3347.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3348.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3349.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3350.

103119H

[Fly Me To The Moon](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3351.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3352.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3353.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3354.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3355.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3356.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3357.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3358.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3359.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3360.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3361.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3362.

102001J

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

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3363.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3364.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3365.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3366.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3367.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3368.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3369.

103366D

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

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3370.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3371.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · PyPy 3 (first AC) · Tags: —

[NaimSS's solution](#)

3372.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3373.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3374.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3375.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3376.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3377.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3378.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3379.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3380.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3381.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3382.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3383.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3384.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3385.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3386.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3387.

103119L

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

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3388.

103306H

[Haunted House](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3389.

103306A

[Alice Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3390.

103306B

[Benford's Law](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3391.

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3392.

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3393.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3394.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3395.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3396.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3397.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3398.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3399.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3400.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3401.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3402.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3403.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3404.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3405.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3406.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3407.

103176F

[Find the Base](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3408.

103176B

[Blokus Duo](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3409.

103176D

[Drawing Circles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3410.

103176I

[Ice-cream Sampler](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3411.

103176J

[Just A \\$10 Note](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3412.

103176L

[LRTB and TBRL](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3413.

103176E

[Eat More](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3414.

103176C

[camelCaseCounting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3415.

103176H

[Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3416.

103176G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3417.

103176K

[Kth number in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3418.

103176A

[A Billionaire](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3419.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[NaimSS's solution](#)

3420.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[NaimSS's solution](#)

3421.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices

[NaimSS's solution](#)

3422.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[NaimSS's solution](#)

3423.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[NaimSS's solution](#)

3424.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[NaimSS's solution](#)

3425.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[NaimSS's solution](#)

3426.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[NaimSS's solution](#)

3427.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[NaimSS's solution](#)

3428.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs,

implementation, shortest paths

[NaimSS's solution](#)

3429.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[NaimSS's solution](#)

3430.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[NaimSS's solution](#)

3431.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[NaimSS's solution](#)

3432.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3433.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3434.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3435.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3436.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3437.

103443D

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

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3438.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3439.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3440.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3441.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3442.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3443.

103495H

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

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3444.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3445.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3446.

103495C

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

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3447.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3448.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3449.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3450.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3451.

103577G

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

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[NaimSS's solution](#)

3452.

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3453.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3454.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3455.

103577A

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

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3456.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3457.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3458.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3459.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3460.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3461.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3462.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · Python 3 (first AC) · Tags: —

[NaimSS's solution](#)

3463.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3464.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3465.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3466.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3467.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3468.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3469.

103388D

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

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3470.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3471.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3472.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3473.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3474.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3475.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3476.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3477.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3478.

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3479.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3480.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3481.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3482.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3483.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3484.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3485.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3486.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3487.

102299D

[Buildings and rockets](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3488.

102299C

[Crystal Matryoshkas](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3489.

102299J

[MasterCodeChef Russia](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · last AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3490.

102299A

[Kolkhozy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3491.

102299G

[Hunting Ieshys](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3492.

102299H

[Course recommendation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3493.

102299I

[Sobytiynyy Proyekt Casino](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3494.

102299K

[Poor Folk](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3495.

102299F

[Forbechenko v Rodvsky](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3496.

103145G

[Ball](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · last AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3497.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3498.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3499.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3500.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3501.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3502.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3503.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3504.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · last AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3505.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3506.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3507.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3508.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3509.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · PyPy 3 (first AC) · Tags: —

[NaimSS's solution](#)

3510.

101611A

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

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3511.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3512.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3513.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3514.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3515.

103102I

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

Rating: — · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3516.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3517.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3518.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3519.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3520.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3521.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3522.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3523.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3524.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3525.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3526.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3527.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3528.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3529.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3530.

102824I

[Textile Display](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3531.

102824E

[Locked in the Past](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3532.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · last AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3533.

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3534.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3535.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3536.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3537.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3538.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3539.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3540.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · last AC: 2021-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3541.

100212J

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

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3542.

100212F

[The Magic Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · last AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3543.

100212K

[Unfair Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3544.

100212C

[Order-Preserving Codes](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3545.

100212E

[Long Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3546.

100212I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3547.

100212G

[Cracking SSH](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3548.

100212D

[More Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3549.

100212A

[The Smart Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3550.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · last AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3551.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3552.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3553.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3554.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3555.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3556.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3557.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3558.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3559.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3560.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · last AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3561.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3562.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3563.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3564.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3565.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3566.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3567.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3568.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3569.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3570.

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3571.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3572.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3573.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3574.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3575.

102394I

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

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3576.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3577.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3578.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3579.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3580.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3581.

102896G

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

Rating: — · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3582.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3583.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3584.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3585.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3586.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3587.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3588.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3589.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3590.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3591.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3592.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3593.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3594.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3595.

102875B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3596.

102875L

[Leave from CPC](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3597.

102875G

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3598.

102875K

[Kanade Hates Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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3599.

102875A

[Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3600.

102875E

[Eliminate the Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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3601.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3602.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3603.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3604.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3605.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3606.

102920D

[Electric Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3607.

102920F

[Ink Mix](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · last AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3608.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3609.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3610.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3611.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3612.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3613.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3614.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3615.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3616.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3617.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · last AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3618.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3619.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3620.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3621.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3622.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3623.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3624.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3625.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3626.

102155D

[Lunch Queue](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3627.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · last AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3628.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3629.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3630.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3631.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3632.

102881I

[Ehab The Baby Learned Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3633.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · last AC: 2021-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3634.

102155I

[\$\leq\$ or \$\geq\$](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3635.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3636.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3637.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3638.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3639.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3640.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3641.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3642.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3643.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3644.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3645.

100603A

[Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3646.

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3647.

100603F

[Mirror Trap](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3648.

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3649.

100603I

[Fire extinguishers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3650.

102576D

[Clique](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3651.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3652.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3653.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3654.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · last AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3655.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3656.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3657.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3658.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3659.

100603D

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3660.

100603E

[Bytie-boy's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3661.

100603B

[Ice Skates](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3662.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3663.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3664.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3665.

100603H

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3666.

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3667.

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3668.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3669.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3670.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3671.

102881L

[The Expected Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3672.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3673.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3674.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3675.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3676.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3677.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3678.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3679.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · PyPy 3 (first AC) · Tags: —

[NaimSS's solution](#)

3680.

102780E

[Printed circuit board](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3681.

102861O

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3682.

100210C

[Martians' DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3683.

100210H

[Build More Roads!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3684.

100210B

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

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3685.

100210E

[Fibonacci Period](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3686.

100210F

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

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3687.

100210G

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

Rating: — · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3688.

102801F

[Splendor](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3689.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3690.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3691.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3692.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3693.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3694.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3695.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3696.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3697.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3698.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3699.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3700.

102861D

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

Rating: — · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3701.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3702.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3703.

102028L

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

Rating: — · first AC: 2020-11-20 · last AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3704.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3705.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3706.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3707.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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3708.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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3709.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3710.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3711.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3712.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3713.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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3714.

100204F

[Little Mammoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3715.

100204G

[Network Wars](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3716.

100204D

[Hexagon and Rhombic Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3717.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3718.

100204C

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

Rating: — · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3719.

100204I

[Bishops on a Toral Board](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · Python 3 (first AC) · Tags: —

[NaimSS's solution](#)

3720.

100204A

[Nonoptimal Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3721.

100204H

[Oil Deal](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3722.

100204E

[Strange Limit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · last AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3723.

102861N

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

Rating: — · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3724.

102346E

[Exhibition of Clownfish](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3725.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3726.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3727.

102411D

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

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3728.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3729.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3730.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3731.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3732.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3733.

102700J

[Java exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · last AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3734.

102700N

[Name this problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3735.

102700F

[Free restricted flights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3736.

102700A

[Approach](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3737.

102700D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3738.

102700L

[Lonely day](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3739.

102700I

[Incredible photography](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3740.

102700C

[Cipher count](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3741.

102700B

[Baby name](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3742.

102700H

[Happy game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3743.

102700E

[Enter to the best problem of this contest!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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3744.

102700K

[Katastrophic sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3745.

102700G

[Great dinner](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3746.

102700M

[Magic spells](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3747.

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3748.

101192K

[Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3749.

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3750.

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3751.

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3752.

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3753.

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3754.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3755.

102460F

[Miss Sloane](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3756.

101490G

[Manhattan Positioning System](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3757.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3758.

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3759.

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3760.

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3761.

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3762.

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3763.

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3764.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3765.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3766.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3767.

100202F

[Crazy Painter](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3768.

100202I

[Stable Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3769.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3770.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3771.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3772.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3773.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3774.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3775.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3776.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3777.

100202D

[Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3778.

100202B

[Under Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3779.

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · PyPy 3 (first AC) · Tags: —

[NaimSS's solution](#)

3780.

102392H

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

Rating: — · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3781.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3782.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3783.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3784.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3785.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3786.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3787.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3788.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3789.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3790.

100201E

[Graduated Lexicographical Ordering](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3791.

100201B

[The Minimal Angle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3792.

100201C

[Yellow Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3793.

100201G

[Warehouse Keeper](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3794.

100201H

[Don't Go Left](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3795.

100201D

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

Rating: — · first AC: 2020-08-28 · Python 3 (first AC) · Tags: —

[NaimSS's solution](#)

3796.

100201I

[Railroad Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3797.

100200C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3798.

100200D

[Linear Programming Dual](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3799.

100200A

[Unique Attack](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3800.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3801.

100200E

[DVD](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3802.

100200G

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3803.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3804.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3805.

101147K

[Touristic Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3806.

101147C

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3807.

101147F

[Bishops Alliance](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3808.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3809.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3810.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3811.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3812.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3813.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3814.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3815.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3816.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · last AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3817.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3818.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3819.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3820.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3821.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3822.

101591B

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3823.

101591L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3824.

101591E

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3825.

101591J

[The Lesson of Physical Culture](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · PyPy 3 (first AC) · Tags: —

[NaimSS's solution](#)

3826.

101591I

[Berland All-Round Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3827.

101591C

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3828.

101591A

[Tests](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3829.

101591H

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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3830.

101591G

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Rating: — · first AC: 2020-08-18 · PyPy 3 (first AC) · Tags: —

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3831.

101653S

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Rating: — · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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3832.

101653V

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Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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3833.

101653T

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Rating: — · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3834.

101653Q

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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3835.

101653W

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: —

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3836.

101653X

[Wrench](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3837.

101653U

[Top 25](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3838.

101653O

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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3839.

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3840.

101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3841.

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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3842.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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3843.

100197E

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

Rating: — · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3844.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3845.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3846.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3847.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3848.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3849.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3850.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3851.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · last AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3852.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3853.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · last AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3854.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-19 · last AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3855.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3856.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3857.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · PyPy 3 (first AC) · Tags: —

[NaimSS's solution](#)

3858.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3859.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3860.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · PyPy 3 (first AC) · Tags: —

[NaimSS's solution](#)

3861.

100199D

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

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3862.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3863.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3864.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · last AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3865.

102040I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3866.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3867.

102040B

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

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3868.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3869.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3870.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3871.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3872.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · last AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3873.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3874.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3875.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3876.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3877.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3878.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3879.

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3880.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3881.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3882.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3883.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3884.

101807F

[Final Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3885.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3886.

101807C

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

Rating: — · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3887.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3888.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3889.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3890.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3891.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3892.

102576I

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

Rating: — · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3893.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3894.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3895.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3896.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3897.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3898.

100443B

[It Can Be Arranged](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3899.

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3900.

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3901.

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3902.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3903.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3904.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3905.

100625H

[Hidden Camera](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · last AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3906.

100625E

[Encoded Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3907.

100625G

[Getting Through](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3908.

100625B

[Bribe](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3909.

100625C

[Cracking the Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3910.

100625A

[Administrative Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3911.

100625D

[Destination Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3912.

100625J

[Jailbreak](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3913.

100625I

[Incognito](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3914.

100625F

[Flying Safely](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3915.

102028E

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

Rating: — · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3916.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3917.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3918.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3919.

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3920.

102536I

[Glory to Algotzka](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3921.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3922.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3923.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3924.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3925.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3926.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3927.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

3928.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3929.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3930.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3931.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3932.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3933.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

3934.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3935.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3936.

100719H

[Self-Intersecting Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3937.

100719G

[More or Less Accurate](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3938.

100719B

[Most](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3939.

100719C

[Stavitel](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3940.

100719D

[Lode](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3941.

101556B

[Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · last AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3942.

101556J

[Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3943.

101556E

[Doodling](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3944.

101556C

[Borg Boogie](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3945.

101556G

[Great Geek Game-show 3000!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3946.

101556I

[Statisticians](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3947.

101556D

[Dirty Driving](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3948.

101556A

[Succession](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3949.

101556F

[Help a PhD candidate out!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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3950.

101572H

[Hubtown](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · last AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3951.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3952.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3953.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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3954.

101572E

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Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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3955.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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3956.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3957.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3958.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3959.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3960.

101519J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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3961.

101519B

[Quick out of the Harbour](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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3962.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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3963.

100405E

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

Rating: — · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3964.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3965.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3966.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3967.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3968.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3969.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

3970.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3971.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · last AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3972.

101666B

[Bearly Made It](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3973.

100168J

[B.ODAD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7Cα0CÄ8](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3974.

100168E

[A B D A C T : D \\$ @ C , , A C](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3975.

101666H

[Hoarse Horses](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3976.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3977.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3978.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3979.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3980.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3981.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3982.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3983.

101666M

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

Rating: — · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3984.

101666A

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

Rating: — · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3985.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3986.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3987.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3988.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3989.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3990.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3991.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3992.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3993.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3994.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3995.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3996.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3997.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3998.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

3999.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4000.

102433C

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

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4001.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

4002.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4003.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4004.

100889F

[Flipping Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4005.

100889L

[Lazy Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

4006.

100889G

[Gift Pack](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4007.

100889C

[Chunin Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

4008.

100889D

[Dicy Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4009.

100889J

[Jittery Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

4010.

100889E

[Everyone wants Khaleesi](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[NaimSS's solution](#)

4011.

100889B

[Backward and Forward](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4012.

100889A

[A Beautiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4013.

102302E

[Chi's performance](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4014.

102302H

[Log Concave Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4015.

102302C

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4016.

102302F

[Drawing cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4017.

102302J

[Weird Sanchola](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4018.

102302B

[Divples](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4019.

102302D

[Guessing Messages](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4020.

102302A

[Jumping Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4021.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · last AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4022.

100490E

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

Rating: — · first AC: 2019-11-29 · last AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4023.

101879I

[A story about tea](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4024.

101879H

[Wine Production](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4025.

101879D

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

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4026.

101879G

[Running a penitentiary](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4027.

101879B

[Aesthetics in poetry](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4028.

101879E

[Group work](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4029.

101879J

[Meme Wars](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4030.

102569C

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

Rating: — · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4031.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

4032.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

4033.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

4034.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4035.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4036.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4037.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4038.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

[NaimSS's solution](#)

4039.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-29 · last AC: 2020-03-29 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

4040.

101512C

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

Rating: — · first AC: 2020-03-26 · last AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4041.

101875K

[Little Teo's Playtime](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4042.

101875J

[Protecting Fancouver](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4043.

101875G

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

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4044.

101875C

[Two Cats](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4045.

101875A

[Nicoleta and the circle of kids](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4046.

101875E

[Loppinha, the boy who likes sopinha](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4047.

101875F

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

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4048.

101875B

[Ugly Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4049.

101875L

[PC is for kicking](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4050.

101875D

[Checkerboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4051.

101875I

[I Will Go](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4052.

102020K

[K-pop](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4053.

102020D

[Dumb feature](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4054.

102020H

[Hyperpath](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4055.

102020L

[Looter of Fridges](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4056.

102020A

[Awesome Brother](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4057.

102020J

[Joseph and Tests](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4058.

102020E

[Expectations sky-high](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4059.

102020M

[Marvelous Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4060.

102020F

[Fairy, the treacherous mailman](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4061.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4062.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4063.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4064.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4065.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4066.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4067.

102501C

[Ants](#) · [Tutorial](#)

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4068.

102501I

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4069.

102501B

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4070.

100507C

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4071.

100507H

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4072.

100507J

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4073.

100507D

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4074.

100507I

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4075.

100507G

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4076.

100507L

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4077.

100507A

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4078.

101962H

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4079.

101962C

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Rating: — · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: —

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4080.

101962I

[Colonial Mansions](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: —

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4081.

101962E

[Hat-Xor](#) · [Tutorial](#)

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4082.

101962K

[Rei do Cangaco](#) · [Tutorial](#)

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4083.

101962B

[Color Changing Sofa](#) · [Tutorial](#)

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4084.

101473J

[Trucks](#) · [Tutorial](#)

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4085.

101473G

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Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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4086.

101473C

[Boss](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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4087.

101473D

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Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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4088.

101473I

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Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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4089.

101473H

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4090.

101473F

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4091.

101473E

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Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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4092.

101473A

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Rating: — · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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4093.

102465K

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4094.

102465D

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Rating: — · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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4095.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4096.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4097.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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4098.

102535L

[Kim Possible and the Mooks and the Swappinator](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4099.

102535K

[Kim Possible and the Mooks](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4100.

102535C

[Working with Locks 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4101.

102535B

[Working with Locks 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4102.

102535H

[Beep Bop Boop](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4103.

102535G

[007: You Only Live Thrice](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4104.

102535F

[Go Go ?](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4105.

102535E

[Potent Plants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4106.

102535D

[Clingy Mo](#) · [Tutorial](#)

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4107.

102535A

[Working With Locks](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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4108.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4109.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[NaimSS's solution](#)

4110.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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4111.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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4112.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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4113.

101170F

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Rating: — · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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4114.

101170E

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4115.

101170H

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4116.

102192A

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4117.

101138J

[Valentina and the Gift Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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4118.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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4119.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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4120.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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4121.

101138E

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4122.

101512K

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4123.

101512A

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Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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4124.

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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4125.

101512I

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Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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4126.

101512J

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Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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4127.

101512G

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Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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4128.

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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4129.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[NaimSS's solution](#)

4130.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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4131.

102428G

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Rating: — · first AC: 2020-01-20 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4132.

102428L

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Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4133.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4134.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4135.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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4136.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4137.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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4138.

100357G

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Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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4139.

100357A

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Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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4140.

102448K

[Kongey Donk](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4141.

102448I

[Ivan and the swimming pool](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4142.

102448H

[Hellcife is on fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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4143.

102448G

[Gorgeous Peter's Great Friend](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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4144.

102448E

[Everybody loves acai](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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4145.

102448A

[Accept or Reject](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4146.

102448B

[Beza's Hangover](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[NaimSS's solution](#)

4147.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · last AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

4148.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

4149.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

4150.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)

4151.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: —

[NaimSS's solution](#)